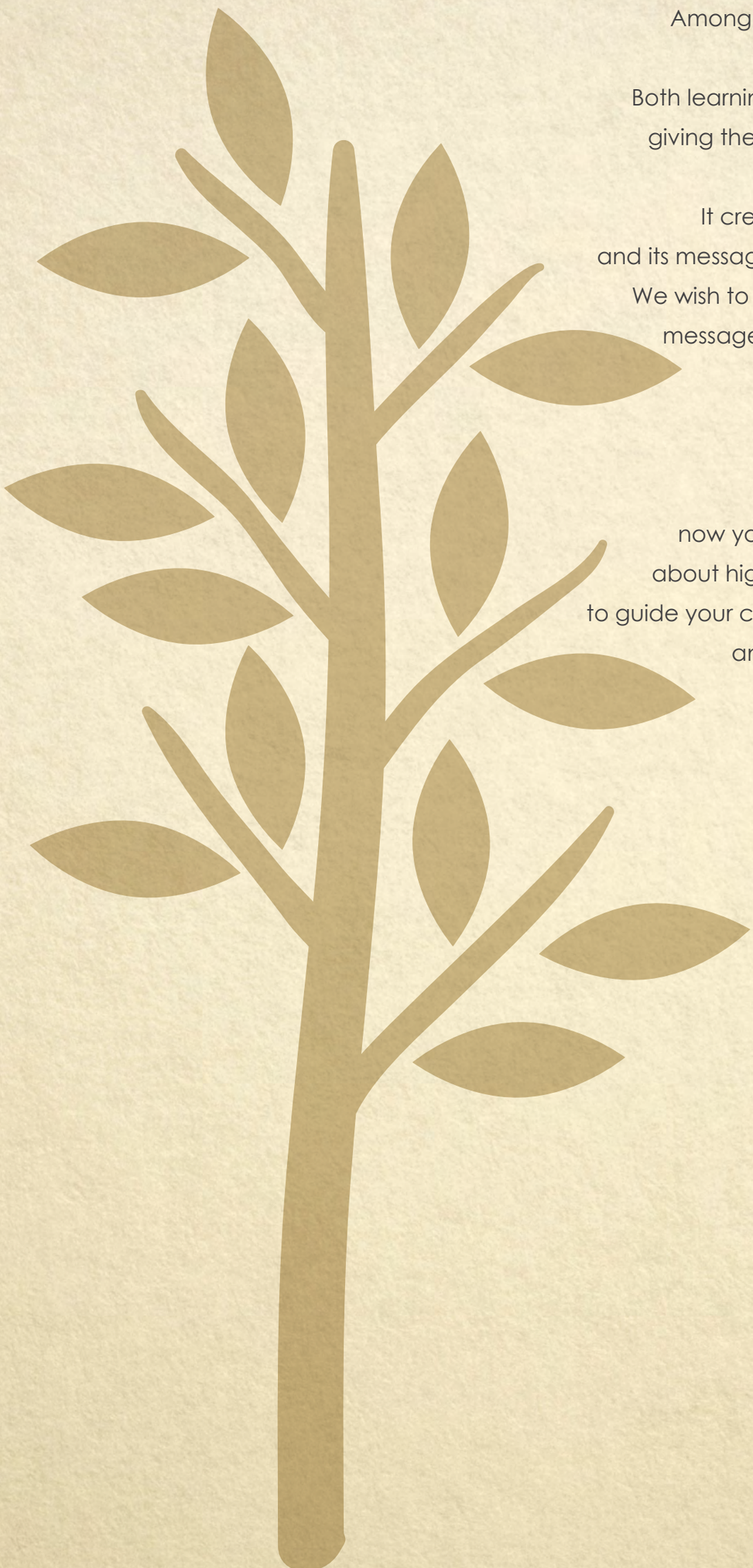


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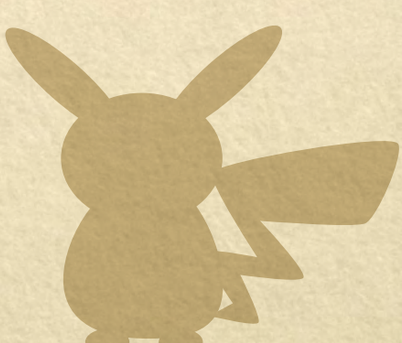




Like many children, we grew up with stories
of big heroes and mighty deeds.
Among them, there was a special one
about a boy and his pet.
Both learning to live sharing this world and
giving their best in the face of adversity.

It created a lasting impression on us
and its message still carries on decades later.
We wish to do our part to share that same
message of friendship, companionship,
care for the world and
the creatures that live in it.

So we made this book for you,
now you can share your untold stories
about high morale and good intentions,
to guide your children and inspire your friends
and hopefully, inspire you as well
to be the best that ever was.



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Based on the original game

Pocket Monsters/Pokémon™ created by Satoshi Taijiri.
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Disclaimer

Pokérole Project is a game from fans to fans.
We're not making any profit from this book.
Pokérole Project Team is not reponsible for broken pokéballs, fainted shinies, bad-timed Critical Hits or saying "Yeah, I can take it!" when the foe uses Hyper Beam.



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STATOIL
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Introduction

*Welcome to **Pokémon the Role-Playing Game!** A book about building your own story to bring your characters and Pokémon to life in ways you've never imagined before.*

What's a Role-Playing Game?

A Role-Playing Game is similar to being an actor in a theatrical play.

Picture it like the way you used to play with toys when you were a kid. You picked one of your figurines or dolls and made them talk, jump, ride cars or go through all kind of silly and awesome adventures.

It's the same principle.

The only difference is that this game will provide some basic rules so everyone knows what's allowed and what is not. Finally, there will be a **Storyteller** in charge of setting the game and the adventure.

What does a Storyteller do?

As the name implies, he or she is the narrator of the story. He will write an adventure, make the setting and place the spotlight on the players.

He is in charge of bringing this world to life through narrative and will act as the non-player characters such as citizens, villains, and **Pokémon**.

It's a common mistake to think that a Storyteller is a God-like entity on the story and the players are but powerless pawns. That's not true, this role is more like the Director of a play.

He still has to make the events plausible, but most importantly, it is his duty to make sure that everyone is having fun.

What's a Pokémon?

Pokémon are to this world what animals are to ours, only they are creatures with amazing powers that take the place of the flora and the fauna.
Some of them are pets and others are too wild and dangerous to be approached. While most of them are well known, they are cloaked in a veil of myth and wonder.

Where do I fit in as a player?

Before the game begins, you will have to make a **New Character**.

It's like creating your avatar for the adventure. He or she may be any way you want: tall, strong, smart, noble, childish, eccentric, etc. The best part is that you won't be alone. You will have the help of your friends, your Pokémon and even non-player characters as allies.

How to use this book

You will be provided with rules for creating stories, situations, characters, Pokémon, and basic information about this world and how it may unfold.

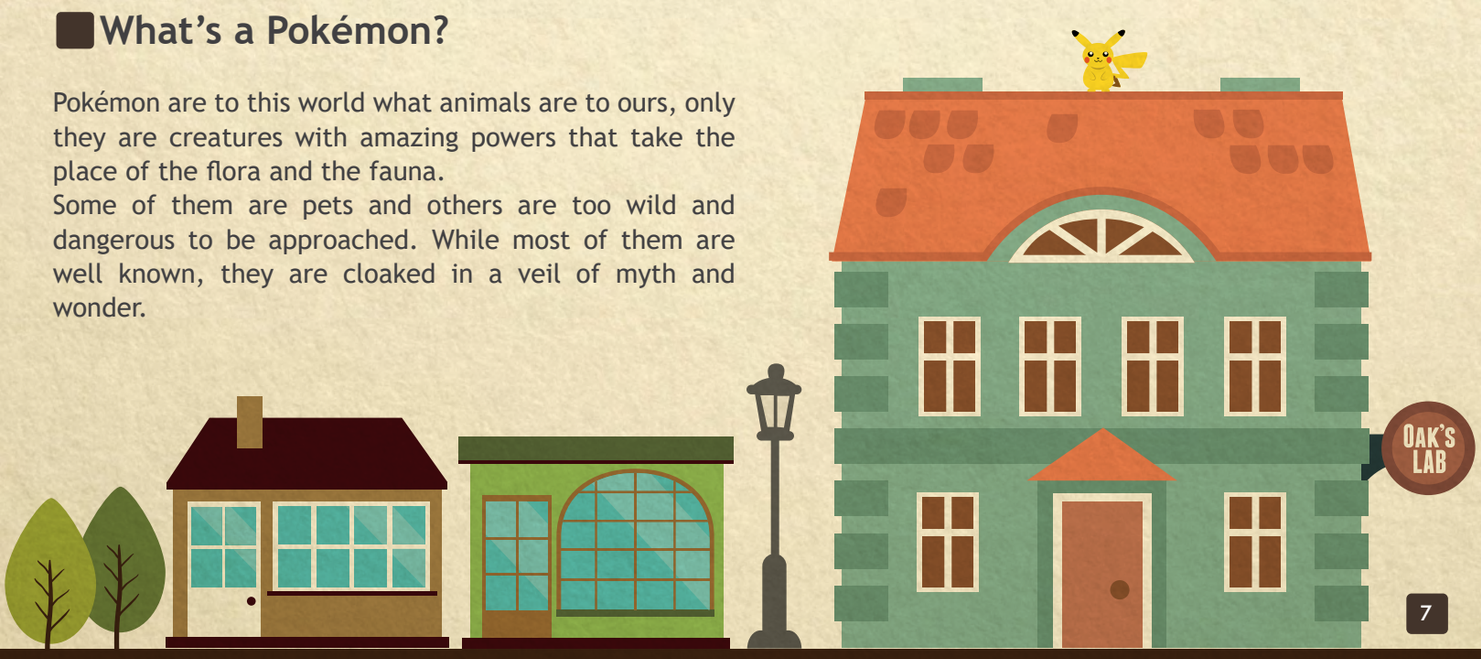
However, you must remember that you can complement the marvelous world of Pokémon as you and your players feel appropriate.

The main tool for this game is your **imagination**; with it, you will be able to truly make the impossible:
Fly across the skies! Jump from moving cars! Ride dragons and befriend ghosts! If you can see it in your mind, you can make it come true inside the game.

The second tool you've got is the **Character Sheets**. Use them to record the capabilities of your Character and Pokémon companions.

The last tool you will be using are **Dice**. Anyone can work wonders with enough luck, and even the greatest may fall on a bad day.

Your fate within the game will be decided by your abilities and that little bit of luck from the dice.



The Marvelous World of Pokémon

A Whole New World of Adventure

The people living in this world are not so different from you and I. They have families and friends, they want riches, love, fame, peace, and excitement.

There are, however, many obvious differences between our world and theirs. For one, the existence of Pokémon changes almost everything.
In this world, many people travel the regions looking for adventures, mysteries and for the chance to be the very best like no one ever was.

Cities are few and far between, but towns are pretty common. Some aspects of their technology are very advanced, while others may seem outdated.
If you want to venture into these lands you will need a Pokémon to protect you from the many dangers ahead in your journey.

To understand the real threats of the Pokémon world let's put things into perspective:
Crocodiles are dangerous creatures, right?
Well, try to imagine a crocodile that's as fast as a cheetah, also capable of shooting beams from its mouth and lightning from its eyes!

If that isn't dangerous enough for you, then get ready to jump onto the rails of the uncontrollable train of destiny! For every step you take and every creature in your way has a story of its own.

A few yards out of town may cause you tons of trouble or grant you the most exciting story to be told across the world.
But hold on! This game is not just about you, it's about you *and* your pets!
Have you ever felt like your dog would protect you from anything? Like, even if all was wrong and danger was coming close, you would have little Fido by your side to carry you home safely.
That's the real spirit of this game. A cheerful journey about you, your loyal dog, your clever cat and your air-headed little bird.

Pocket Monsters

The creatures that live in this universe possess incredible abilities. They come in many different shapes and sizes and have inhabited this world since its creation.

Some of them have already gone extinct while others have been recently discovered.

In the dawn of humanity, the most ancient and powerful of these amazing creatures ruled the world. At first, humans feared them, however, centuries later humans and these creatures now live side-by-side sharing a powerful bond of trust and loyalty.
People learned that these creatures could be kept safe within a pocket-sized device and called out for aid at our will. This technology led to the current name of these mystical beings: "***Pocket Monsters***" or "***Pokémon***" for short.
A revolutionary concept was set in motion.

As people could now own, safely interact with these creatures and use their special abilities to shape the world. With this power, many people would embark on great adventures to try to catch them all.

Nevertheless, the world of Pokémon still belongs to the Pokémon and most of their mysteries are yet to be solved.

Pokémon Evolution

Pokémon are special for their amazing powers, they can go through a sudden and dramatic metamorphosis to become bigger, faster and stronger.

This phenomenon is called "***Evolution***" and can happen to most species of Pokémon.

This change is triggered by a variety of reasons, the most common being the **Pokémon reaching a stage of growth that allows it to evolve.**
Contact with different kinds of energy, nurturing care, body enlargement, or even a dire situation may trigger the Evolution of certain Pokémon.

There are reports of Pokémon that never go through this change in their lifetime, even if their species is able to Evolve. Much research on this phenomenon still needs to be done.

It is worth noting that many Pokémon go through a change in demeanor after evolving.
Some of them become disobedient or wild after acquiring more power, others become more serious, bolder or violent. Handling a fully evolved Pokémon is a job only the most proficient people can handle.





Life in the World of Pokémon

People has many theories and legends about this world's origin. While not all of them can be confirmed, one fact that can't be denied is that Pokémon have existed since the very beginning.
They roamed free during prehistoric times, inhabiting the land, sea, and sky. Battling each other for food and territory. Fossils found today describe to us the extinct Pokémon and their way of life long before humans came around.
When the first human groups started to settle, the mellower species came to them for shelter, creating a close, mutually-beneficial bond founded upon their common will to survive.

That relationship continues to this day.

The world of Pokémon in the recent times may look like a contradiction due to the wide use of both high-tech gadgets and archaic alternatives.
First, remember, this is not a world of humans. They're so few and so weak in comparison to Pokémon to really be the dominant species.
And second, all of the scientific and technological advances the humans have made has been developed with the help of Pokémon.

People here didn't discover how to create fire nor ways of harnessing electricity, they simply used the help of *Fire-type* Pokémon and *Electric-type* Pokémon.
That's why some technology in this world could advance at an astonishing rate while the development of settlements still hasn't reached that much urbanization.
Humans enjoy simple lives as they take only what they need from nature without taking too many risks.
They don't need many luxuries, vacation, a complex economy or a strong organization for law enforcement.

Humans do have, however, an excellent medical system and extensive knowledge of the healing arts.
'Miracle cures' for injuries and illnesses abound.

Although these cures appear to be quite common, no one knows for sure where all this medicine comes from, nor who is producing most of the technology they use.

Human and Pokémon Interaction

In modern times, the division between human settlements and Pokémon is pretty thin, but even if they live close to each other most humans keep themselves secluded safely within towns or cities, with only a few harmless Pokémon allowed to roam around.

The wildest Pokémon inhabiting the world tend to stay hidden away from humanity.
Wild Pokémon will aggressively defend their territory if anyone dares to trespass it. For that reason, people tend to keep tamed or human-raised Pokémon nearby to make their lives easier.

The Pokémon you see in towns and cities are commonly used as personal protection or aid in many kinds of work, others are family pets, and some are even used as weapons by the most wicked.

Humans who dedicate their lives to catch, tame, and teach these creatures to live along humans are called *Pokémon Trainers*.

Pokemon Training is similar to a professional sport. The main event is a battle, formally known as ***Pokémon Battle***, wherein the main objective is to defeat the opponent's Pokémon using your Pokémon's powerful abilities.

To regulate and give order to this occupation,
The Pokémon League was created.

Main Regions

Just like our world, the Pokémon world is divided into many different regions and each region is a whole country. However, these countries are not really divided by land or water but by Pokémon Leagues.

There is an exception, though. The Kanto and Johto regions are pieced together and share some professional Pokémon tournaments.
All other regions have their own tournaments, Pokémon species, famous trainers, and peculiarities.



Pokémon that can easily be found in one region may be extremely rare in others. That's why Pokémon trainers are world travelers, going to all the different regions to see what they have to offer.

Kanto

Kanto region bears similarity to modern Japan. Cradle of science and technology, house to the world famous *Silph Corporation* and birthplace of the *Pokémon League*.
In this region Pokémon battling is more than a national sport, it is their lifestyle. Their league is so big that it also hosts the Johto region registration. It's a colorful region full of strong trainers.

Johto

Johto region stands next to Kanto. It's an old place with scarce and scattered towns and very few cities.
This place is full of temples and legends. Life is old in here but it has the advantage of being a very peaceful place to live. It is house to the *Ruin's of Alph*; the mysterious remains of a city that not many dares to explore.

Hoenn

This is the region of abundant relations. A place where people make peace with nature, and humanity and Pokémon of any kind can live in harmony. It's composed of a set of islands with the most varied environments nature can offer.
Some people say that many wonders lay deep below its waters and within the heart of its volcano Mt. Chimney

Sinnoh

It is said that Sinnoh was the first region created by the gods. It holds an air of mystery and greatness.
It's the birthplace of the famous Pokémon Champion ***Cynthia***, a woman who has scried deep into the realm of legends, searching for the origins of this world. It is said that somewhere within this region exists a portal to another dimension of horrors.

Unova

Far away from all the other regions, Unova holds some of the most exotic and peculiar looking Pokémon in the world it is a region in touch with grandeur, with giant



metropolis and great transportation, trains, and airports. which are rare in other regions. Beware as people sometimes report strange Pokémon creating all kinds natural disasters around the region.

Kalos

Kalos is a First-world region, rich in every sense of the word. People here have developed a country with modern settings and great quality of life.

It is also the biggest region geographically with many people and all kinds of Pokémon living on it. *Lumiose city* is one of the greatest travel destinies, a beautiful city covered by golden cobblestone with the tall *Prism Tower* standing at the center.

Alola

This region is a small archipelago that only got its own Pokémon League in recent times. Its paradisal islands make for amazing locations of tourism and the local culture locations and the local culture is very rich and in touch with Pokémon as magical creatures.

This is reflected in their take on League Challenges and special connection to lore and myth regarding “Guardian Pokémon” on their islands.

Galar

The people of the Galar region are proud of their culture and history of warriors, knights and kings united for victory in the wars of ancient times.
Their legacy is still present in the unmatched fighting spirit and competitiveness of the Galarians.

The Pokémon League is everything in here, every battle is a big sporting event, there's a lot of fans, spectators, sponsors and marketing all over the stadiums where they take place. In Galar, Pokémon battling is a gigantic deal.

Regional League Headquarters



The Pokémon League

The ***Pokémon League*** is an organization that regulates the interaction between People and Pokémon.
They are in charge of issuing the licenses that allow a person to own and command Pokémon.
They are the highest authority in this world and their trainers and breeders provide Pokémon to help in the construction of a prosperous and peaceful world.

Before the existence of the Pokémon League, people had no rules or law to protect them from evildoers who used Pokémon to hurt others and gain power for their own selfish reasons. A fight between Pokémon can be extremely dangerous, so this organization was created to establish order into an otherwise chaotic situation.
To have an established League within a region gives its inhabitants certainty that they can count on Pokémon to aid them in command of their Trainers. They can also count on the Pokémon League to provide modern health care facilities in their towns in the form of ***Pokémon Centers***.

The League also provides challenges to test all of their trainers, such as the ***Gym Challenges*** and the ***Annual Tournament***, in which people from every part of the region gather in a stadium to see the highest caliber battles between trainers, Elite Four members, and the Champion.

Pokémon Centers

With so many dangers in the *Pokémon World*, all trainers need to rest once in a while during their journey.
Most towns have a Pokémon Center, a place sponsored by the Pokémon league where all registered Trainers and their Pokémon can stay the night and receive medical care if they need it.

The best part? It's all for free!

A trainer may come in the evening with an injured or tired Pokémon party, stay the night in one of the bedrooms available and leave by morning with their team as good as new.
Thanks to the healing machines in the centers, surgeries are rarely necessary. While it may take some time for a Pokémon to recover if it sustained serious injuries, most of the time the professional staff can get a full party of six Pokémon ready within a couple of hours.

Inside the facilities, there's a staff of nurses at the medical bay along with a healer Pokémon such as a *Chansey*, *Wigglytuff*, or *Audino;* a health-restoring machine, and an emergencies room for anyone that may need it.

On the second floor, there's a common room for Pokémon Trainers to interact and bedrooms for them to spend the night. There are also official Pokémon trading machines for trainers to make use of them as they please.

Every Pokémon Center reports directly to the regional Pokémon League, the people working there are League authorities. Any trainer that acts abusive or disruptive to any of the rules of the league may get a sanction, their License suspended or removed by the staff of the Pokémon center.

Trainer Tips

Pokémon Centers are a place for resting and socializing with other trainers.
Battles within the facilities are not allowed.

When you and your companions are tired, need some medicines, or simply want information about the town you are in, a Pokémon Center is the perfect place to go.

Pokémon Gyms

All Trainers want to get stronger, raise better teams and devise better strategies. After all, there's only so much you can learn on your own. What if there was a place to interact, battle, share tips with other people and even receive personal counseling from the most proficient Trainers?

That's what **Pokémon Gyms** are for.

Here you can battle to prove you are stronger or simply watch others and learn from what you see. Every Gym specializes in one of the many Types of Pokémon, and it usually has thematic decoration relating to it.

The Gym is run by a *Pro Trainer* called the ***Gym Leader***. He or she might be any Licensed Trainer that has made a lasting impression on the Pokémon league.

How? Well, they might do research in the ocean with the help of their marine Pokémon, maybe they run a charity for weak and abandoned Pokémon, or perhaps they are just very strong and experienced in battle.
The regional league recognizes these people and gives them the title of **Pokémon Gym Leader**.

Any Trainer can go to a Gym and ask for counseling, attend the lessons they offer or directly challenge their Leader to a battle.

It's the Gym Leader's duty to battle whenever he or she is challenged. You must be prepared for an intense fight since they are extremely strong. Should you win, you'll receive a Gym Badge to prove your victory.

There is at least **Eight Pokémon Gyms** in every Region with an established Pokémon League.

Trainers that are up for the Annual Pokémon League Tournament need to gather a minimum of eight Pokémon Gym Badges to earn the right to enter the Championship.

POKÉMON LEAGUE

TRAINER'S RULESET

BASIC RULES

- You must have an official license from the Pokémon League in order to train Pokémon or participate in any of the League challenges or contests.
- You are responsible for the actions of your Pokémon.
- Every Pokémon has the right to be happy.
- You cannot own a Pokémon without a Pokéball.
- You can only carry up to Six Pokémon with you.
- You can only trade Pokémon using an Official Trading Machine from the League.

BATTLE RULES

- You can only challenge other certified trainers.
- If you are challenged to an official league battle, you are obliged to accept the challenge.
- You may use a Pokémon battle as a means to settle disputes, the loser must yield for at least 24 hours.
- You have the right to challenge Gym Leaders. Every Gym Leader is obliged to accept your challenge.
- The Challenger is the first to choose a Pokémon. With the only exception that Gym Leaders and Elites always choose their Pokémon first.
- You cannot use more than one Pokémon at a time during a Battle. With the exception of a Double Battle, in which case you cannot use more than two Pokémon at the same time.
- You cannot use Medicines during an Official Battle, unless there is a previous agreement between all involved trainers.
- Your Pokémon are strictly prohibited from wielding unofficial weapons or items during any kind of Pokémon Battle.
- Moves that may result in the death of a Pokémon are not allowed at full power.
- It's strictly prohibited to change the official name of Moves.
- It's strictly prohibited to give confusing orders to trick your opponent.
- It's strictly prohibited to disrupt or attack a Trainer during an official battle.

BENEFITS

- The Pokémon League will give recognition to any trainer aiding the community by putting their Pokémon at the service of society and promoting a good image of the Pokémon Training lifestyle.
- Official Battles should always reward the winner with a monetary compensation according to a previous agreement. If there's no agreement, the reward will be half the loser's money.
- You have the right to use any of the League's Facilities for free.

SANCTIONS

Breaking any of the league rules, even unintentionally, will result in a sanction from the Pokémon league authorities.

- Depending on the offense, it may go from a fine of $5000.00 and community service, to the suspension or revoking of the trainer's license.
- Please note that the Pokémon League and Police are two separate institutions. An infraction in one of them has no repercussions with the other.

The Pokémon League is informed of any rule breaking of its registered Trainers. We know. We always know.

For more information please contact your local Pokémon Center, or make a call to: (555) 0123 - PKMN
Pokémon League HQ, Victory Road Lane #001 ZIP Code 09876.

Elite Four

As the name implies, the Elite Four is a team of four members who have proved they are the best of the best in their region; to be named an "Elite" is one of the higher honors a Trainer can have.

To receive this title you must have been recognized by the League many times before, usually Gym Leaders and other strong Trainers are invited to participate on a special tournament as nominees to be members of the Elite Four for the season.
In this tournament, already crowned Elites defend their title against aspiring *Ace* Trainers and Gym Leaders.

Despite their status, the Elite Four is uninvolved in public affairs. They attend some of the events of the league, but their private lives are usually shrouded in secrecy and rumor.

The only thing that can't be denied is their ability as trainers, the sheer displays of power of their Pokémon are only achieved by true *Pokémon Masters*.

Champion

To be named "*Champion*" is to be at the top of the chain. There is no higher Rank in the Pokémon League and it is a very respected title among Trainers and Non-Trainers alike.

There is only one Champion per region and they appear in public often as the face of the Pokémon League, their presence leaves everyone in awe.

The Champion is one Rank higher than Pokémon Master. No Pokémon on the region is known to be faster or stronger than his.

It is the dream of many to be crowned as the champ but it's only through the hardest challenges on the League that a true Pokémon Champion is born.

First you must defeat the members of the Elite Four one after the other. That's the only way to earn the right to challenge a champion; defeating the crowned champion in an all-or-nothing battle is how you earn this title.
A feat labeled by most as impossible.

Antagonists

There is such a thing as crime and evil in the world of Pokémon, and you should be prepared to face it.
Most people have a peaceful lifestyle but others want to use their Pokémon for bullying, vandalism, stealing, and even more sinister deeds.
The police can bring down most law breakers, but there have been cases of organized groups of criminals too powerful to be brought down.

Team Rocket

The case started with a gang stealing the Pokémon of weaker trainers. The suspects were then linked to a case of badge theft in a Pokémon gym; finally, they were related to the disappearance of secret technology at Silph Co. Whatever the police managed to recover had been branded with a big red "***R***".
Only then the Police knew that they weren't dealing with just a handful of criminals, this was a big organization showing they were prepared for trouble.
Soon after, many crimes related to "***Team Rocket***" began surfacing; Pokémon robbery and private property vandalization for the most part.
No matter how many "Rockets" the police caught there always seemed to be more and there are suspicions that Team Rocket has infiltrated the Regional Pokémon League in Kanto.

Nobody knows who the leader is since most of the members caught are youngsters on their late teenage years that got in because a friend was in, and the promise of money and power was too tempting to refuse.
It is known that their goal is to create a criminal empire so powerful that it surpasses the boundaries of nations and that goal is becoming a reality as reports of Rocket grunts have started to leak from the Jotho region.
Be careful on you visit to **Kanto** and **Johto**, you might get blasted at the speed of light.

Team Aqua & Team Magma

Hoenn's Archipelago has a Legend where two mighty giants fought an incredible battle for owning both the land and sea. Ironically, there's still a territory battle going on these days as two bands of thugs "***Team Aqua***" and "***Team Magma***" have been causing problems in that region.



It is not clear what their ultimate goal is, but their Leaders ***Archie*** from Aqua and ***Maxie*** from Magma have a huge feud and will have their underlings quarrel to foil each other's plans at every opportunity.
They don't trouble civilians or trainers directly, but there have been incidents where innocent bystanders are caught in the middle of the crossfire from members of these two teams.
Both have tried to steal submarine equipment and their attempts have been foiled by the police who's struggling to keep them at bay.

Team PLASMA

You can find them through Unova's parks and public spaces, holding a megaphone and angry signs, preaching about the horrors of the Pokémon League and how we've made Pokémon our slaves and why we should set them all free.
This is not illegal by any means, but this team that supposedly advocates for Pokémon rights and welfare has a few rotten apples inside its ranks.
There have been reports of "**Team PLASMA**" members that take the Pokémon of trainers and civilians by force in order to "liberate" them. This counts as Pokémon stealing, a serious crime in this world; but there hasn't been enough proof to have any these grunts charged for none of the Pokemon are ever seen again.
Through their zealous message, they are gaining more followers each day. How long before they kidnap or steal more innocent Pokémon?

Team Flare

A peculiar group of very stylish people can be found loitering on the luxurious streets of Lumiose city and other parts of the Kalos Region, they call themselves "***Team Flare***".
A few have been detained and interrogated due to the suspicious activities, but they always state that their goal is just "To create a better and beautiful world".
So they have been set free.
They are well-dressed, well-spoken and they even smell good.

However, it is kind of unsettling to find such elegant people in caves and far away from the cities, What they carry on their briefcase may reveal a few dirty secrets of their organization.
Right now there is a tense calm over the activities of the people in red suits. Who knows? Maybe a little spark will make them flare up.

Team Galactic

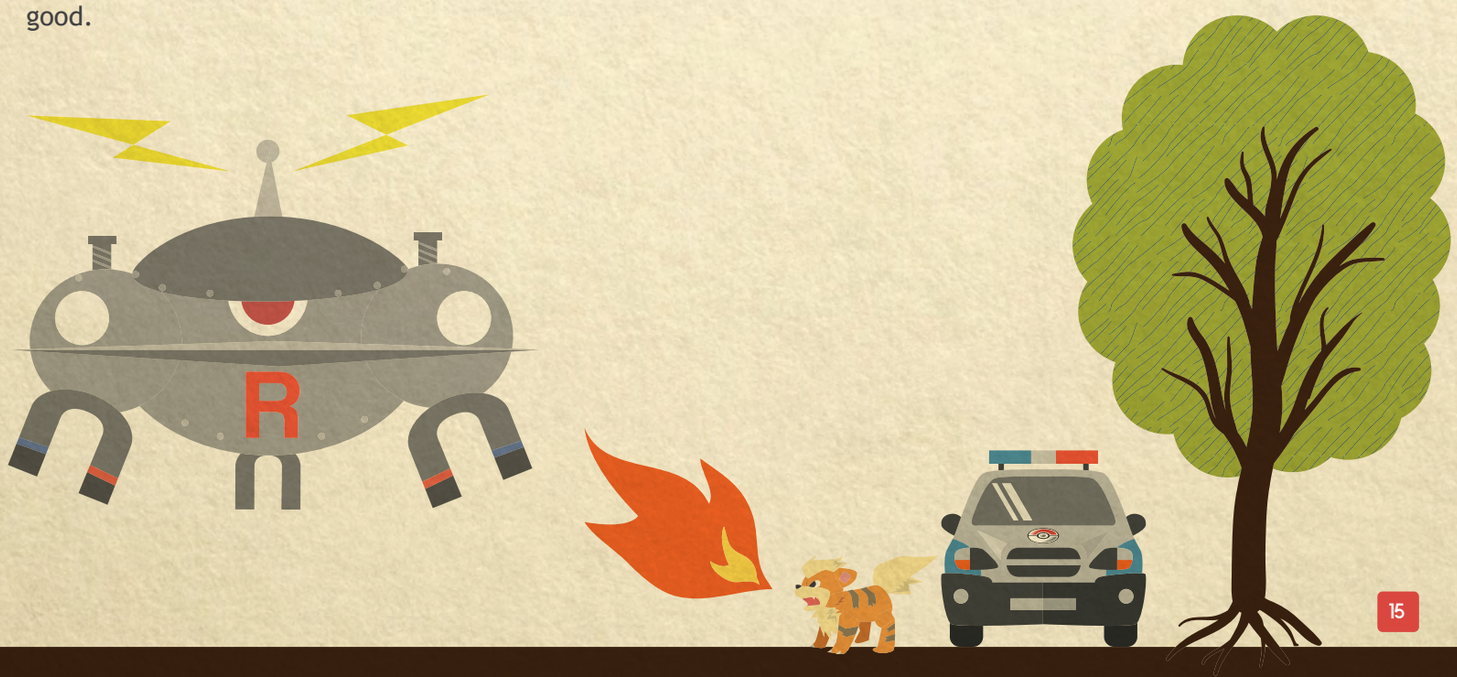
Nobody really knows where they came from. By the time the police realized they were facing a group of organized criminals this Team was already out of control.

"***Team Galactic***" is their official name.
Known for stealing high technology weapons, research and materials for space programs, dangerous equipment, and even secret federal property, their purpose remains a secret to the world.
There is no known recruiting process as with other teams, and the identities of those caught was never discovered.
They lie under the radar for a long time then deliver a quick strike and practically disappear afterwards.
They have been a major headache for the world's police and authorities although some recent intel points to Sinnoh as the region with most activity from this Team.

Special investigators have been sent to the region, but there might be a whole universe of trouble lurking within their ranks.

Team Skull

Considered by police as the most harmless criminal team from all regions, "Team Skull" is ready to live up to their reputation!
They are gonna skip lines! Steal candy from children! And never say "Bless you" when somebody sneezes!
Although they have been known for attempting to steal Pokémon, all of their "victims" have come back on their own and completely unharmed.



Alolan elders disapprove at these rebellious youngsters who resorted to petty crimes after failing the region's rite of passage for children.

A guy called Guzma leads this band of misfits. They have no other goal than to create mischief in order to amuse themselves.
It is not know how they get the means to fund their organization, for all their equipment can't be bought with just their parent's allowances, someone must be backing them up.

Let's just hope these misguided grunts get back to school and stop being so thick-headed.



Team Yell

When visiting Galar you'll notice how Pokémon battles are a really BIG deal over there.
There's always a grand show at the stadiums where giant crowds of fans gather to yell their support at their favorite Trainer, but boy there's also some rabid fans and yelling is what they do best. "***Team Yell***" as some people call them are a toxic fanbase of hooligans who will do ANYTHING in their power to give an upper hand to the Trainer they are currently supporting.

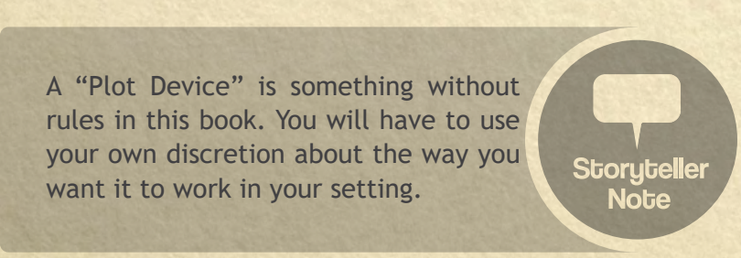
Blocking access to the stadium, rigging the arena, shouting and distracting Pokémon during the battles, kidnaping the referee, rioting all over the city when they lose and thrashing about when they win.

The social-media-famous Trainer "MaArN1E r0XXy" has gained the sympathy of this team and made them her groupies.
They don't have a world-domination master plan in mind they just want to protect their queen's (rare) smile.

Stay clear of their path, don't worry you'll hear them coming miles away.

A Quick Note on Weapons

Weapons are very rare in this world since **Pokémon are preferred** for protection and police work.
They do exist and can be used, however, there is not a list of their properties and capabilities within this book. Should you decide to include them in your story, treat them as a **Plot Device**.



A "Plot Device" is something without rules in this book. You will have to use your own discretion about the way you want it to work in your setting.



Rival

Sometimes people live under the shadow of someone else, someone who appears to be more talented, more popular and more successful.
Unfortunately, this may be your case! Your Rival is the antagonist to your existance and your dreams! It's a personal challenge to prove who's better!

In the competitive world of Pokémon Battles, having a Rival is something relatively common because a lot of people have the same goal.

Rivals take many forms, from childhood friends to old-time nemesis, they can be nice or evil, known or unknown. But it doesn't matter what kind of person they are, they will always be an obstacle in your dream to become a Pokémon Master.
Any motivation fits them just fine as long as it makes your Trainer's life a nightmare. Don't think they'll stay behind with crossed arms during your Pokémon Journey.

Your adventure and their life are linked beyond your imagination and thanks to their presence you may get stronger. *For more information head to p. 474*

Becoming a Trainer

Now you know a little more about the Pokémon World, its wonders and its dangers. But how does all of this relate to you?

Within the game, you'll take the role of a **Pokémon Trainer.**

In this world, Trainers are a source of **inspiration** for others. They are the embodiment of **leadership**, **courage**, **friendship**, and many other virtues.

You will be living in this world and be facing the trials it may present you with. Overcoming difficulties and dealing with the crisis. Testing your abilities and your Pokémon's, working to get better every day.

Pokémon Trainers aspire to be the best. They are out on a journey to become stronger, wiser, and overall grow as persons. How they will achieve this goal is up to the adventures they live in the world of Pokémon.
Challenging other trainers, competing in contests, riding on the back of their most trusted Pokémon; all while surviving in the wild and sharing all these moments with their friends.

A whole new world of adventure is waiting for you to be the best that you can be.


rock-bomber@tumblr

Starting the Game

Creating a Character

In Pokémon the Role Playing Game, you must create a Pokémon Trainer also called a Character.
This persona will be your avatar inside the story.
You'll choose a starting Pokémon too, both are very important choices, remember that your Pokémon are often a reflection of your trainer's personality and aspirations.

When creating a character, choose something that's fun to play, allow yourself to dream, be silly and laugh at your most crazy ideas.
You may want to be a hero from a cartoon or base your identity on someone you admire or even be a parody of a famous character.
Preferably, pick a personality that you can perform and act easily because you will be acting a lot.

Remember to build a character that can contribute to the story and not one that will harm it.

Trainer Concepts

A Trainer is anyone who has an official license to train Pokémon, but that's just the tip of the iceberg of your character's life. Think of a job or an occupation for your character; he or she might be a doctor, a fisherman, a hallway monitor at school, an aspiring model or anything you find fun. Give your trainer a goal and help her find the right personality traits.
You and the other players will need to decide what kind of characters you'd like to create and this will require some teamwork between you, your playmates, and the storyteller to make a great party of players.

Complement your character with those of your playmates and work together to achieve your trainer's goals.

Personality and Background

Tell your storyteller and playmates a little bit about your Trainer's past.

Your Trainer is whatever you want it to be, flesh him/her out, this is not just an empty husk that you use to move within the game.It's a character with dreams and aspirations, with flaws and fears.

To make a fleshed out and believable character ask yourself these questions and voice them as your character would.

1. What's your name?
2. What is your age?
3. What's your Nature? (p. 38)
4. What's your occupation/concept?
5. What do you expect from the world of Pokémon?

<u>**And most importantly:**</u>

6. **What's your goal in the world of Pokémon?**
7. **What's your motivation for that goal?**
8. **How are you going to contribute to make this world better?**

Answering those questions will make the storyteller's job a lot easier to give your character the challenges he or she needs. Don't forget that good communication between players and storyteller will make the story flow much more smoothly for everyone.

Storyteller Note

A player **should not start playing** until he or she has answered these questions.



Filling a Trainer Sheet

Once your Trainer's concept is ready, you may proceed to distribute their Attribute Points and their Skill Points.
All of a Trainer's Attributes and Social Attributes begin at 1 Point.
Newbie characters usually begin the game as Teens at Starter Rank. For more information regarding Ranks, see p. 30

Attributes

Teens have 2 points to distribute. **You may have extra Points to distribute depending on your Rank.**

Strength ●●●●● Vitality ●●●●● Dexterity ●●●●● Insight ●●●●●

Social Attributes

Teens have 2 points to distribute. **You may have extra Points to distribute depending on your Rank.**

Tough ●●●●● Beauty ●●●●● Cool ●●●●● Cute ●●●●● Clever ●●●●●

Skills

Distribute 5 Points, Starters have a Skill Limit of 1. **You may have extra Points to distribute depending on your Rank.**

Brawl	●●●●●	Alert	●●●●●
Throw	●●●●●	Athletic	●●●●●
Evasion	●●●●●	Nature	●●●●●
Weapons	●●●●●	Stealth	●●●●●
Empathy	●●●●●	Crafts	●●●●●
Etiquette	●●●●●	Lore	●●●●●
Intimidate	●●●●●	Medicine	●●●●●
Perform	●●●●●	Science	●●●●●

I'm not a Newbie!

Some stories are best suited for experienced Characters who are older and better skilled at what they do.
If you wish to play at an **older age** or **higher Rank**, you can follow these simple guidelines:

Rank	Extra Attribute Points	Extra Social Points	Skill Points	Skill Limit
Starter	0	0	5	1
Beginner	2	2	+4	2
Amateur	4	4	+3	3
Ace	6	6	+2	4
Professional	8	8	+1	5

Assign all Skill Points from a Rank, before assigning all Skill Points from the next Rank. The amount of Points in a single Skill cannot exceed the Skill Limit.

Age is also a factor you must take into account, the fact that you are old enough to have a Trainer's license does not mean you are ready to travel the world unsupervised.
Trainer Characters can be younger/older and thus **start the game** with higher or lower Attributes and Social Attributes.

Age	Attribute/Social Points	Age	Attribute /Social Points
Kids	0/0	Teens*	2/2
Adults	4/4	Seniors	3/6

**Base starting age for new games.*



Trainer Sheet

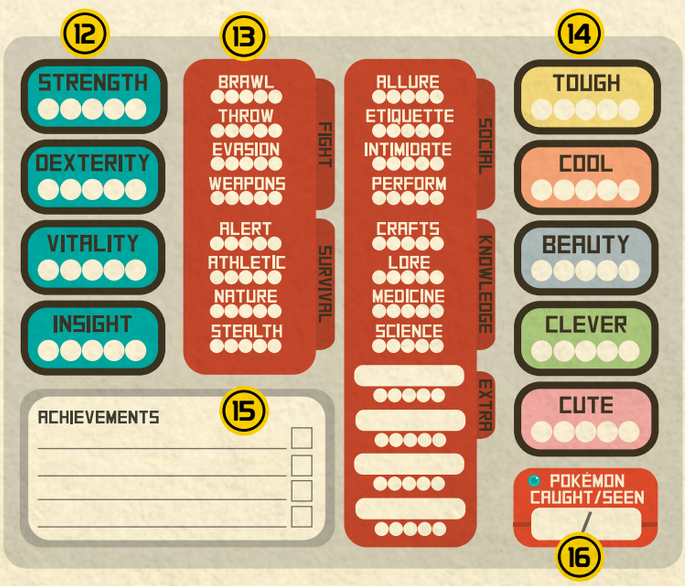
How to fill a Trainer Character Sheet

TRAINER'S CARD WINDOW



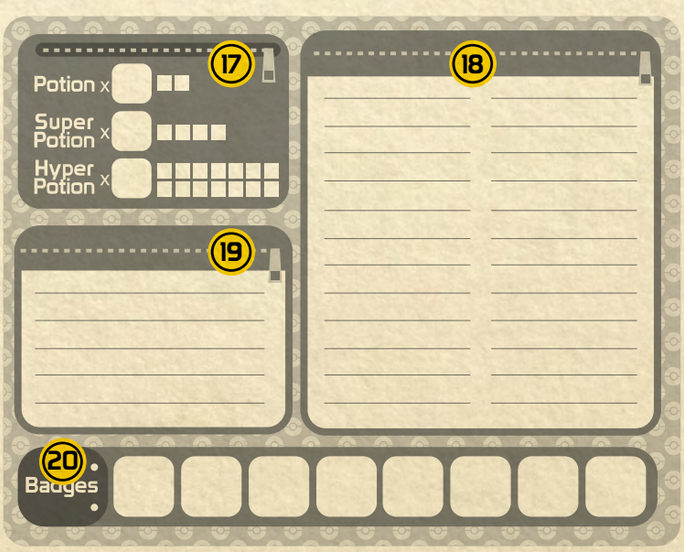
1. Your Character's Picture.
2. Your Trainer's Rank.
3. Your Character's Name.
4. Your Character's Age.
5. Your Name.
6. Your Character's Concept. (p. 18)
7. Pick a Nature, write the Confidence it gives you. (p.38).
8. Starting Money is $1500.00
9. Each point of Vitality adds 1 Health Point.
10. Will Points. Its Score es equal to Insight + 2
11. Active Party Window. Write down the Pokémon you are currently carrying.

ATTRIBUTES AND SKILLS WINDOW



12. Attributes. Start at 1. You have points to distribute acording to your Age and Rank.
13. Skills. You have Points to distribute and limits on them according to your Rank.
14. Social Attributes. Start at 1. You have points to distribute acording to your Age and Rank.
15. Achievements. Write down the achievements you need to increase your Rank.
16. Pokédex Info. Write here how many pokemon you have caught and seen.

BACKPACK WINDOW



17. Potion's Pocket. List how many Potions you have and how many units remain in the bottle.
18. Small Pocket. Items in here can be used in-battle.
19. Main Pocket. Items in here can't be used during a fight.
20. Gym Badges Case.

Creating a Pokémon

A Pokémon will be commanded by their trainer but within the game, **they won't be controlled by a player.**

It's part of the storyteller's job to play and tell you how your Pokémon reacts to its surroundings or how it communicates with you.
Think about it as having a pet, you can ask it to follow you or to stop chewing the carpet, but you are not really inside its mind. You can only learn what it thinks and feels by interacting with it and reading its expressions and attitudes.

While similar, Pokémon are NOT people. They are mostly incapable of speech nor they see the world the same as humans do.

Storyteller Note

Most Pokémon are capable of Evolving, to learn more about the different ways Evolution is triggered, head to p. 73

Trainer Tips

Pokémon do not need to have a concept as Trainers do. Each Pokémon will behave according to the instinct their species gives them and following their ***Nature (p. 38)***. They tend to have natures that go accord with its species behavior but they may vary.

That means that two Pokémon of the same species will probably want the same things but their different Natures will change how they will try to attain them.

If you are just starting your adventure, head to the Pokédex section of this book. p. 88
Look for this icon on the Pokédex entries:

Pokémon marked with this icon, are good Starter options for Novice Trainers.

A Starter Pokémon will be your companion during your journey, so it's better if you choose a Pokémon that matches you Trainer's personality.

And don't despair if you could not start with the Pokémon you wanted, this world is very vast and catching Pokémon is half the fun.

Filling a Pokémon Character Sheet

To fill your Pokémon Character Sheet you will need to copy the info on its Pokédex entry.

- Name & Number
- Size and Weight
- Type
- Starting Attributes
- Limits[1]
- Base HP
- Ability
- Moves [2] [3]

[1] The highest score a Pokémon may have on its attributes.

[2] A Pokémon can learn a number of Moves equal to its Insight +2
[3] All Moves a Pokémon learns must be from its Rank or lower.

The Pokémon you start your game with will have the same Rank as your Trainer. This will affect the Moves they can choose and how their Skills are distributed.

Wild Pokemon you find later might have Ranks lower or higher than your own.

#025 Pikachu



HEIGHT: 0.4m / 1'04"
WEIGHT: 6kg / 13 lbs

Mouse Pokémon
Lives in small groups in forests but they tend to stay hidden. It stores electricity in the electric sacs on its cheeks and uses its tail to ground the excess charge. They can be stubborn and wary of strangers.

TYPE: Electric

STRENGTH	●●○○
DEXTERITY	●●○○○
VITALITY	●○○
SPECIAL	●●○○
INSIGHT	●●○○

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES:
Static & Lightning Rod

EVOLUTIVE STAGE: First.
EVOLVES WITH: Thunder Stone.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Electric	Thunder Shock	○	Normal	Tail Whip
○	Normal	Growl	○	Normal	Play Nice
○	Normal	Quick Attack	○	Electric	Thunder Wave
○	Electric	Electro Ball	○	Normal	Double Team
○	Electric	Nuzzle	○	Normal	Slam
○	Electric	Spark	○	Electric	Thunderbolt
○	Normal	Feint	○	Psychic	Agility
○	Electric	Discharge	○	Psychic	Light Screen
○	Electric	Thunder	○	Electric	Wild Charge
○	Water	Surf	○	Electric	Volt Tackle
○	Normal	Extreme Speed			

Pokémon Sheet

How to fill a Pokémon Character Sheet

POKÉDEX WINDOW

1. Pokémon Picture.
2. Your Pokémon Number in the Pokédex.
3. Name for your Pokémon Species or nickname.
4. Pokemon Ability. Choose one Ability on its Pokédex entry.

QUICK REFERENCES WINDOWS

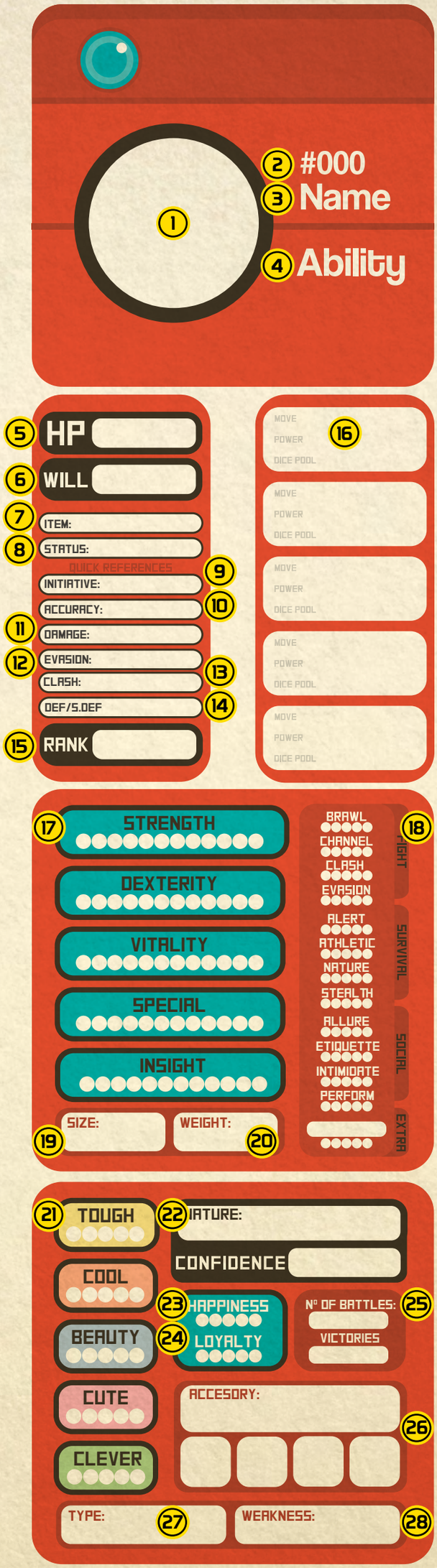
5. Base Health Points for your Pokémon are specified in its Pokedex entry. Each point of Vitality adds 1 HP.
6. Will Points. Its Score es equal to Insight + 2.
7. Held Item (p. 83).
8. Write down “Healthy” until it is inflicted with an Ailment.
9. Initiative Score equals Dexterity + Alert.
10. Accuracy. Write here the total Accuracy dice pool you most commonly use.
11. Damage. Write here the total Damage dice pool you most commonly use.
12. Evasion.Write here your total dice pool for evading p. 50
13. Clash. Write here your total dice pool for clashing.
14. DEF/SP.DEF is equal to your Vitality/Insight score.
15. Rank.
16. Move windows. Write down your moves here.

ATTRIBUTES & SKILLS WINDOW

17. Attributes. Starting Attributes and Limits are specified in your Pokémon’s Pokédex entry.
18. Skills. Distribute Points according to their Rank.
19. Pokémon’s size is specified in its Pokedex entry.
20. Your Pokémon’s weight is specified in its entry.

SOCIALS & INFO WINDOW

21. Social Attributes. Start at 1,
22. Choose a Nature (p.38).
23. Happiness for your Starter Pokémon is 2.
24. Loyalty for your Starter Pokémon is 2.
25. Battles and Victories, keep track of them.
26. Accessory & Contest Ribbons
27. The Type of your Pokémon is specified in its entry.
28. Weaknesses depend on your Pokémon Type (p. 42)



Mental and Physical Attributes

Your Character will interact with the world using his Attributes and Skills, They are measured using **Points** within a *Character Sheet*, **each point represents one die you can roll for that attribute** should your action call for it.
Attributes can be rolled on their own to perform mundane tasks or they can be combined with skills if you want to do complex and incredible feats.

The scores range from 1 to 5 in humans, but some of the stronger Pokémon can exceed that number.

●	1 Point is Low
●●	2 Points is Average
●●●	3 Points is Good
●●●●	4 Points is Excellent
●●●●●	5 Points is Superior
●●●●●●	6 or more points is Inhuman

Strength

It determines the power to carry a heavy load, inflict physical damage and muscle development.

●○○○○	You are a wimp, a strong wind could knock you down.
●●○○○	Your strength is average, you could use a little exercise, though.
●●●○○	You can show off at the gym, your physical power is something to be seen.
●●●●○	You could be a professional body builder or weight lifter.
●●●●●	You could move a big boulder out of the way without trouble.
●●●●●●	The strength of an *Ursaring* bear, enough to tear apart a car.

Vitality

This attribute is used to determine your resistance and tolerance to pain and weariness, it also defines the health and vigor of the subject.

Each Vitality point gives you +1 HP, 1 Defense, and 1 Special Defense.

As an **Optional Rule,** you may use **Vitality** score for **Defense**, and **Insight** for **Special Defense.**

Keep track of your Defense and Special Defense, You will need them to resist **Physical** and **Special Attacks** respectively.

Trainer Tips

●○○○○	You look frail and get tired easily. Even a papercut would leave you in tears.
●●○○○	Small amounts of pain won't make you cry, but you still can't endure much of it.
●●●○○	You could resist running a marathon or even stay a few days without sleeping.
●●●●○	You could work as a stunt double in dangerous action movies.
●●●●●	You could impersonate a dummy in a car crash.
●●●●●●	You could resist bullet seeds with your pecs of *Lairon* and abs of *Steelix*.

Dexterity

The agility, flexibility, and coordination you have in your body are determined by this attribute.

●○○○○	Walking without tripping or bumping into things may be challenging for you.
●●○○○	You can climb a tree, getting down is another matter.
●●●○○	You could practice parkour or rappel with ease.
●●●●○	Professional dancers and athletes envy your swift movement.
●●●●●	You could try pole jumping without the pole.
●●●●●●	Your sprint could match a *Jolteon's*.

Insight

The ability to be aware, perceive and understand yourself, others, and your surroundings. The power of the mind to see beyond the mundane.

●○○○○	You don't understand sarcasm and barely notice anything beyond your nose.
●●○○○	You can perceive well enough. You do a little introspection from time to time.
●●●○○	Your gut feelings are right most of the time.
●●●●○	You could clearly understand what a Pokémon is trying to tell you.
●●●●●	You feel the connection between yourself, the others and the world.
●●●●●●	Like *Blissey*, you can sense the energy and the emotions beyond the physical world.

Special

A Pokémon's unique ability to perform feats proper of their species, such as throwing fire, producing electricity, controling shadows, etc.

●○○○○	A tiny display of power. Such as an ember, a small bubble, or a weak jolt of electricity.
●●○○○	The Pokémon can create and let out a decent amount of energy.
●●●○○	A big display of energy, enough to leave crack marks on hard stone.
●●●●○	The force of the attack could stop a car on it's tracks.
●●●●●	Only an explosion could compare to this display of power.
●●●●●●	The Pokémon commands the forces of nature and they bend to its will.

Social Attributes

While most of the time you will be **roleplaying actively**, wether it is acting cute, refined, thuggish etc. Social attributes will help you make your acting a lot more convincing in-game.

Social Attributes are a vital part of Contests and other situations where you can't fight your way through.

Tough

A Tough attitude is used to command respect, intimidate or coerce others.
If you need to face something head on, or stand in the way of someone being aggressive Tough is the way to go.

●○○○○	You are as intimidating as a cute garden lily.
●●○○○	It can be scary when you make an angry scowl.
●●●○○	Others fear and respect you.
●●●●○	You command the ultimate authority.
●●●●●	Even a raging dragon would think twice about crossing your way.

Cool

This attribute makes for a charismatic, confident and trustworthy attitude when dealing with people or Pokémon.
Best used to break quarrels, positively influence someone and make new friends easily.

●○○○○	You're kind of awkward and rarely talk to people.
●●○○○	You can make new friends and be good company.
●●●○○	Popularity contests are not a problem, you're a people's person.
●●●●○	The charisma of a superstar, everyone you meet wishes they'd be your friend.
●●●●●	You could cheer up a *Voltorb* that's about to explode.

Beauty

Beauty is about looks but also about elegance and a classy demeanor. Your Beauty will help you get other's favor and leave everyone dumbfounded as to how effortless you make it seem to be perfect.

●○○○○	Your manners and personal looks need a lot of work, what are you? A hobo? A *Garbodor*?!
●●○○○	You look nice when you dress for the ocasion. A little make-up wouldn't hurt.
●●●○○	People often compliment your appearance. You almost glide when you move.
●●●●○	You attract the looks and favor of everyone around. It's as if you were a prince or princess.
●●●●●	Others would pay to be in the same room as you. You are way out of everyone's league.

Clever

The capacity of the mind to remember, comprehend and solve problems. You need it to understand things around you and be capable of finding out the best solutions.

●○○○○	You don't pay much attention to anything, problems go over your head most of the time.
●●○○○	You understand what's explained to you, but some tutoring would help.
●●●○○	Your memory and analysis skills are sharp. You always keep your mind busy.
●●●●○	Quick analysis, precise judgement and superb power of concentration.
●●●●●	Only the mysteries of the universe remain a challenge for your sapience.

Cute

A sweet and innocent behaviour that lowers everyone's guard. It gives you an air of pureness that makes others want to protect you. This sweetness may be deceiving as it's also good for manipulating others through charm.

●○○○○	Please....stop smiling. It's creepy.
●●○○○	You can pull out your puppy-eyes, rosy cheeks and playful attitude.
●●●○○	You easily melt hearts and make everyone go "D'awwww"
●●●●○	You have all the charm of cotton candy and lovely dreams.
●●●●●	The embodiment of innocence and purity.

Skills and Extras

You will be needing **Skills** to make your adventure easier and help you go through many situations. Your Pokémon can learn a few on their own, but you can also train them so they can grow stronger.

A **Skill** is a varied compendium of applied knowledge. They can cover a broad number of situations, **they don't have to be specific to a certain discipline**.

There are so many different skills in the world, that it is impossible to practice or master most of them. Although the most relevant are listed in the Character Sheets, you may learn anything you want, from farming to poetry or anything you can imagine. Use **EXTRA** skills to take note of any other **Skill** not listed by default.
Keep in mind that most **Pokémon will need a Trainer's instruction to learn Skills not listed on their character sheet.**

Skills can only be rolled alongside an Attribute, never on their own.

Each Skill Point will be a dice added to the roll whenever you need more than your natural physical, mental or social power to succeed.

Most Action Rolls require an:

Attribute + Skill

Make combinations to get a dice pool that fits the action you are trying to do.

It is also worth noting that **you cannot have more points on a Skill than those allowed by your Rank**, you'll need to train harder to be able to specialize further.

Fight Skills

From kicks and punches to bites and hair pulling. You need to have an idea of what to do in order to win a fight. These skills will define your combat style, you may choose to focus on a single one or mix them around, it all depends on what strategy you are following.

Brawl
You focus on **Non-Ranged combat**, making contact with punches, kicks, tackles, bites etc.

Channel
Pokémon control the energy of their Type, using this specialty allows them to use their **Ranged attacks** a lot better.

Clash
Pokémon attacks often clash during battle, use this specialty to block a foe's attack with one of your own.

Evasion
Dodging attacks is what you know best, you focus on cover, jumping out of range or fluid movements of the body to minimize the damage.

Throw
Trainers use this ability to throw Pokéballs, rocks, bait, darts and other projectiles with precise aim.

Weapons
Humans don't have Moves but they can use weapons and traps if their Pokémon isn't around to protect them.

Storyteller Note

We do not offer a list of weapons on this book. You have to use your own discretion as to how powerful you want them to be.

Survival Skills

Whether you want to hike through the wild or just take a stroll around the city, you need to know how to avoid the dangers that lurk in every corner.

Alert
This represents the sharpness of your senses, it may be a good eyesight, a great hearing, a notorious sense of smell. Being alert helps you react to danger a lot faster.

Athletic
Run, Climb, Jump, Swim, Walk upside down! You know how to get the most out of your body.

Nature
Creating a fire from scratch, knowing what kind of plants you can eat, building shelter and knowing the cycles of nature will aid you to use her graces in your favor.

Stealth
The best way to avoid danger is not letting it find you, you train yourself to be swift and silent, blending with your surroundings to go unnoticed.

Contest Skills

These skills cover everything you need in order to make an excellent performance in **Pokémon Contests** and most **social situations**, so improving these skills might save you from unnecesary battles.

Allure
Pokémon will often try to make you feel like they are interested in you, either to win your favor or prevent being attacked. How genuine that feels to others depends on this specialty.

Empathy
Humans are empathetic creatures, your ability to sympathize to other's feelings and share their joys and sorrows will be measured by this skill.

Etiquette
Some situations require good manners and elegance, refinement, gentleness, and grace. They make the difference between the prince and the pauper.

Intimidate
Other situations will require a spiteful glare, a sharp comment or a well-timed rise from your seat. Intimidation is useful to force or manipulate others to do what you want.

Perform
Dancing, Singing, Acting, Impersonating, and Bluffing! Anything that may need to pull out a convincing act will get better if you specialize in Perform.

Knowledge Skills

Humans need to know a lot of things in life, while some people just learn what they are taught in school, others will seek answers through the path of wisdom.
A Pokémon would need an excellent Insight and Clever scores to be able to grasp these concepts.

Crafts
You can build anything with your hands, some tools, and a few materials. Drawing, sculpting, cooking, repairing, etc.

Lore
Knowledge about the different species of Pokémon, their legends and folk tales about the location and origin of the rare Pokémon in the area.

Medicine
How to take care of wounds, first aid, emergency care, apllying medicine, and even creating your own remedies will be possible if you specialize in Medicine.

Science
Choose any science or research field you want. For example: computers, technology, chemistry, physics, geology, engineering, Pokémon Evolution, etc.
You can pick any field you want!

You may keep studying and add other Science fields to specialize further.

Extra Skills

Sometimes you'll need a skill that it's not listed in your character sheet, these skills can only be attained at your Story teller's discretion.
Pokémon will need instruction from a Trainer to gain these skills.

Health Points (HP)

Health Points measure the state of your character's body.

All living beings have a **Base HP (BHP)**, a representation of their species resilience to damage and pain.
Something that could cause a crippling injury to some creatures may feel like a sting to a different species, it all depends on how their body is built.

To calculate your total HP you must **add the number of points you have in Vitality to your Base HP**.
For example:

Humans have a Base HP of 4

Each Pokémon Base HP is listed within its Pokédex entry.

*Marco is a **human**, his Base HP is 4, and his Vitality score is 2.*
Marco has a total HP of 6.

*Marco's **Marowak** has a Base HP of 4, and its Vitality score is 4.*
Marowak's total HP is 8.

Whenever you receive damage, you will lose HP.

This HP loss is only temporary and can be recovered with time or medicine. If you receive damage equal your total HP, you will be **unable to move** and you'll **faint**.

If you keep receiving damage after fainting, that damage will become Lethal. That means your wounds will be more severe and your life could be in danger.
Some Moves performed by Pokémon may deal Lethal Damage directly.
Receiving **Lethal Damage** equal to your total HP means **the character dies**.

Will Points

Through history, people have achieved great feats that normally would seem impossible.

A frail woman suddenly lifting a giant boulder to save her infant son trapped underneath, or a man with a broken leg getting up to run from a fire.

In those scenarios, people used all of their might, breaking the limits of their own physical restrictions in order achieve something greater.

The **Will** Attribute measures just how far your inner strength can take you.

Every human and Pokémon has Will equal to: Insight +2.

Storyteller may call for players and Pokémon to make a roll using their Will score to **overcome fear**, **rage**, or **sadness**, also **as a call for conscience** when attempting misdeeds.
Will points can also be spent to resist pain and have a better chance to succeed at any roll.

Here is how it works:

Announce that your character or Pokémon are giving all they've got.

• Spend 1 Will Point to ignore 1 Pain/Stress Penalization for the rest of the scene.

Note: *This means that if you spend 2 Will Points you'll ignore 2 Pain Penalizations and so on.*

• Spend 1 Will Point to reroll 1 unsuccessful die from all your Rolls during this Round.

After you spend a point, however, your character will be worn out, **if you run out of Will Points the character will lose consciousness and faint at the end of the Round**. Just from the sheer strain of going beyond the limit.

Pokémon and Humans do not come to this world with the ability to spend Will Points whenever they want.
It is something that creatures would use only in extreme situations, and even then, most people just don't have what it takes.

The Trainer has to teach his Pokémon to get a hold of this inner strength. Maybe later they will be able to use the power of their Will.

If a Trainer is not experienced in using his or her own inner strength, it is possible the Pokémon won't be either.
Most of the non-player characters will not use their Will Points as it is something only the most proficient Trainers and Pokémon are able to do.

To recover one spent Will Point your character must:
Rest for a few days, feel accomplished by having achieved something great, follow their nature, or get them as a reward for good role-play.

Happiness & Loyalty

These attributes will define your relationship with your Pokémon and are among the most valuable traits in the game since they determine how good is your relationship with your companions.

What's the use of a strong Pokémon if it hates you and wants to run away?

It is common for trainers to have a hard time with a newly caught Pokémon, they might even be attacked by said Pokémon since for all they know this is just Round two. This kind of reaction depends on the situation in which the Pokémon was caught but also depends on the species and their nature.

The best tip we can give you: Try to start with the right foot.

Happiness and Loyalty range from 0 to 5 points.

In the wild, a **Pokémon usually has 2 points on each**, but as soon as they are caught their life changes forever.

A good trainer must know how to deal with rough edges if he plans on building a relationship and hopefully, increase these two traits.

As soon as you catch a Pokémon, reduce their Loyalty by the same amount as the Pain penalization you inflicted on them.
Yeah, that's right. If you beat them to a pulp, don't expect them to be happy about it.

When you catch a Pokémon, reduce their happiness to 0 points if they were caught against their will, to 1 if the battle against them was unfair (many vs. one, using items etc.) and keep it at 2 ifyou fought them in fair conditions.

These two traits cannot be increased with the Ranking system. You will need to role play if you want to affect them both positively or negatively.

While Happiness and Loyalty are not directly linked, **keeping your Pokémon happy is a good way to gain or increase its Loyalty.**

Role-Playing will be the key to increase both traits.

Trainer Tips

Aim to build a strong relationship with your Pokémon while it's still at an un-evolved stage.
Creating bonds with Pokémon in later stages will be a lot harder.



Happiness

This trait is all about being happy and comfortable. Most Pokémon are simple creatures, they want safety, food, stability and especially they want to feel useful.
Some Pokémon will rejoice in the comfort and luxuries of the human world, while others will disregard them. Always try to provide the life they want.

●○○○○	Miserable. Your Pokémon is angry and/or depressed, it may resent you or others.
●●○○○	Dissatisfied. The Pokémon doesn't like living with you.
●●●○○	Comfortable. There's food, companionship and a place to sleep, it's not bad.
●●●●○	Satisfied. Your Pokémon enjoys the benefits that come with being your companion.
●●●●●	Accomplished. Most of what your Pokémon wanted in life has come by being with you.
●●●●●	True Happiness. Life has been kind to this Pokémon and it is grateful to you for it.

Loyalty

This trait reflects how much they are willing to do for you; from ignoring you completely to risking their lives to save you, a loyal Pokémon is your best friend in better or worst. Never underestimate the power of friendship.

Pokémon evolution may bring a power surge that makes them feel they don't need you as much anymore, so their Loyalty score may go down upon evolving.

Evolution might strain the relationship you had with your Pokémon, making it feel as if it were a stranger.

When a Pokémon evolves, roll their Trainer's highest Social Attribute.
Score at least 2 Successes, or else the Loyalty of the Pokémon will go down 1 point.



●○○○○	The Pokémon thinks about attacking you or escaping. Careful as it might bite.
●●○○○	It is indifferent to you, it may not even want to interact with you or your other Pokémon.
●●●○○	It will stay by your side. But If it gets too dangerous you are on your own.
●●●●○	The Pokémon considers you a friend, it will help you get out of danger if possible.
●●●●●	There is nothing it wouldn't do for you. You are the most important person.
●●●●●	Some friendships last more than a lifetime. No danger, no person and no distance is an obstacle for it to be with you.

Rolling the Dice

Our lives are influenced by random factors all the time. Luck is a part of our lives, fortune can change our future and destiny is built on the results of our actions.

In Pokémon: The Role Playing Game all variables are represented by six-sided dice. These Dice are pretty easy to get and you can find them in almost any gaming store. You may even have some from your old board games!

You will need to roll the dice to perform any action you can imagine.

During the course of the story, your character will have to perform certain actions that are out of the ordinary.

Now that you have seen the Attributes and Skills, it's time to learn about how to use them.

Unless it's something simple, every Action roll is an ensemble of an Attribute and a Skill. The total sum of the points your character has in those traits is the final dice pool for the action.

Roll those dice and every dice that comes up as 4, 5 or 6 counts as a success.
You might require 1, 2, 3 or more successes from this roll **depending on the difficulty of the task.**

Required Successes	Difficulty Settings
1	Troublesome. You rarely do something like this.
2	Challenging. You have obstacles in your way.
3	Hard. The conditions place you at a huge disadvantage.
4	Insane. The mere idea of trying is ridiculous.
5+	Almost Impossible. All logic points to the action not being possible.

*Wilson is chasing a **Murkrow** who stole his Trainer bag.*
***Murkrow** is slowed due to the bag's weight and thus not able to fly high enough.*
This makes the task pretty easy and Willson's roll only needs 1 Success to get the thief.
*Later that day, a **Honchkrow** comes and steals his bag (again!) since it is stronger, it's not being slowed down and Wilson's roll will need 3 successes.*
*If he doesn't catch it on his first attempt and **Honchkrow** starts to fly higher, his roll will progresively increase in difficulty, until **Honchkrow** gets out of reach and flies away.*

Critical Failure

What would happen if you try to get a 4 year-old to land a plane during an emergency? Probably nothing good.

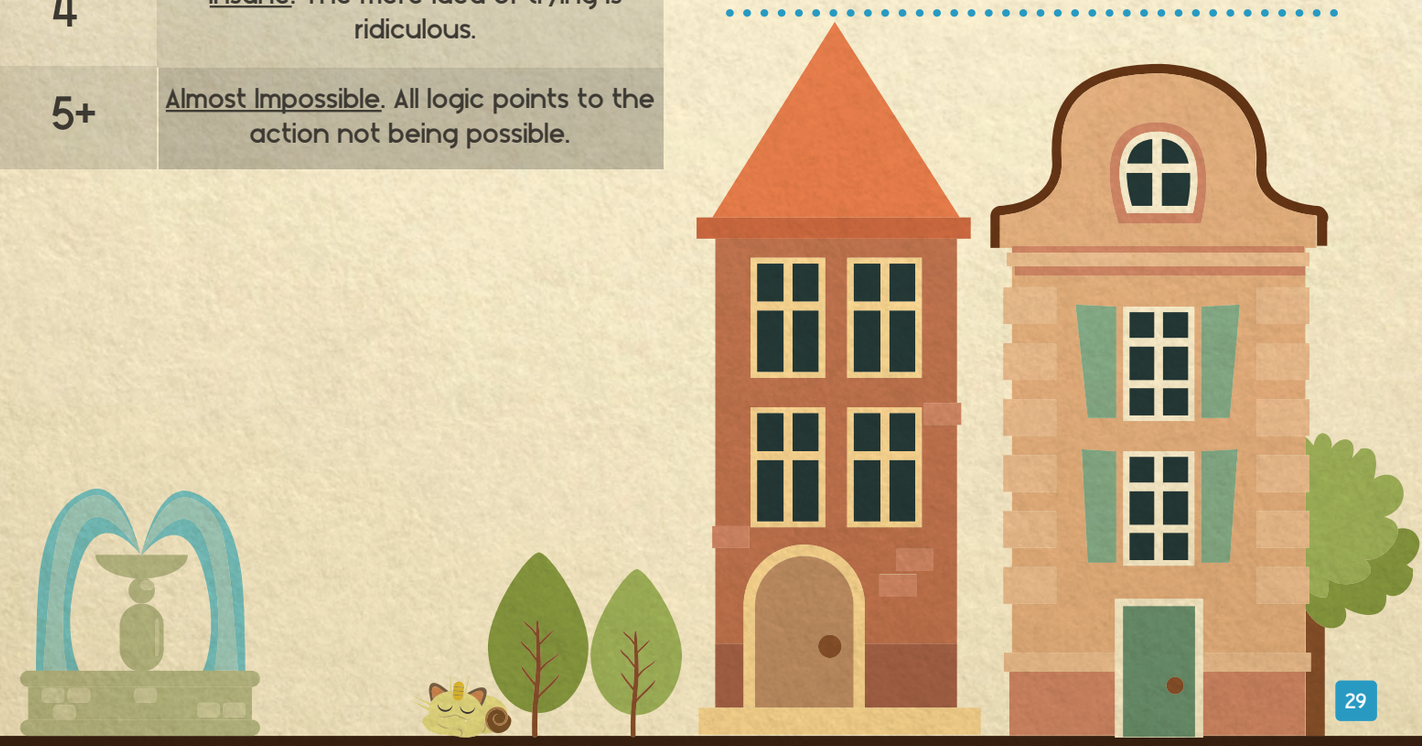
Underperforming when attempting a task can bring catastrofic results. That is why **if you score a roll with less than 3 successes than required** you will not just fail to do the task, but **something bad will happen** at your Storyteller's discretion.

- Receiving Damage
- Damaging an ally
- Making the task completely impossible
- Getting an Status Ailment

...or worse.

That means that tasks that are **Troublesome**, or **Challenging** can be attempted safely, but as soon as the difficulty becomes **Hard** the possibilities of suffering injury or having disastrous consequences are very real.

The farther your roll is to the required successes, the worse the outcome will be.



Ranking

Even Champions were rookies at a certain point in their lives.

Today you begin your Pokémon Journey. Many adventures lie ahead. Perhaps you always dreamt on becoming a Trainer, or maybe some circumstances forced you to take this path. If you're willing to work hard, someday you may even become the best.
A good Trainer is capable of taking a little scaredy Pokémon and turn it into a champion, but in order to do that, you'll have to journey across the world and complete many achievements.

Rank determines your ability to train a Pokémon and it represents your overall personal growth.

When it comes to Ranking, you're teaching your Pokémon how to fight and survive, but you're also teaching them how to unleash their potential, control their most advanced Moves and to adjust to any strategy you need.

The Ranking System works through Achievements. When a Trainer completes all the achievements required to upgrade, them and all their trained Pokémon will gain the Benefits.
Storyteller may add or change achievements required to improve a Trainer's Rank.

Starter Rank

You begin your career right here, a newbie without any real experience. Most wild Pokémon won't listen to you and even your own Pokémon will have a hard time understanding anything that doesn't fit their primitive instincts as you simply don't have enough idea of your Pokémon's potential.

What Achievements do I need to get this Rank?
- Get your Trainer's License (Character Sheet).
- Get your first Pokémon.

Benefits:
- 5 Skill Points to distribute.
- Skill Limit 1 (can't have more than 1 Point in a single Skill).
- Can Target a Max of 2 Pokémon (including itself).

Beginner Rank

You've put into practice everything you've read in books and everything you've watched on tv. Maybe it took several tries but you finally succeeded. Young and compliant Pokémon understand your training and follow your orders.

What Achievements do I need to get this Rank?
- Successfully understand your Pokémon's gestures.
- Train a Pokémon.
- Catch your second Pokémon.
- Win your first Official Battle against a Trainer.

Benefits:
- 2 more Points to distribute on Attributes.
- 2 more Points to distribute on Social Attributes.
- 4 more Skill Points to distribute.
- Skill Limit 2 (can't have more than 2 Points on a single Skill).
- Can Target a Max of 2 Pokémon (including itself).

Amateur Rank

After a while, you've managed to understand the basics of being a Pokémon Trainer: you have to train hard, take care of your companions and learn from the Gym Leaders. The vast majority of Trainers you find are considered to be on this Rank.

What Achievements do I need to get this Rank?
- Evolve a Pokémon.
- Win your First Badge.
- Increase a Pokémon's Loyalty & Happiness.

Benefits:
- 2 more Points to distribute on Attributes.
- 2 more Points to distribute on Social Attributes.
- 3 more Skill Points to distribute.
- Skill Limit 3 (can't have more than 3 Points in a single Skill).
- Can Target a Max of 3 Pokémon (including itself).

Ace Rank

Very few Trainers have the dedication and talent needed to raise above the average. An Ace overcomes all obstacles and applies everything learned during his journey. They show their Pokémon their true potential.



What Achievements do I need to get this Rank?
- Win 8 Badges.
- Get a full party of six evolved Pokémon.
- Defeat your Rival.

Benefits:
- 2 more Points to distribute on Attributes.
- 2 more Points to distribute on Social Attributes.
- 2 more Skill Points to distribute
- Skill Limit 4 (can't have more than 4 Points in a single Skill).
- Can Target a Max of 5 Pokémon (including itself).

Pro Rank

You've become a role model among Trainers. You can tame even the wildest Pokémon and turn it into a productive citizen capable of doing any job. Those who know you, think you're a pioneer in your area of expertise. You found new answers regarding the Pokémon World and realize what it means to be a True Trainer.

What Achievements do I need to get this Rank?
- Get a Pokémon-related job.
- Clear the Victory Road.
- Catch a Professional-Rank Pokémon.

Benefits:
- 2 more Points to distribute on Attributes.
- 2 more Points to distribute on Social Attributes.
- 1 more Skill Point to distribute.
- Skill Limit 5 (can't have more than 5 Points in a single Skill).
- Can Target a Max of 6 Pokémon (including itself).

Master Rank

You've explored every corner of your Region, tamed Pokémon and habitats as a whole. You have seen legendary creatures and you've even found the truth behind strange rumors and ancient myths.

What Achievements do I need to get this Rank?
- Find and study all Pokémon species in your Region.

Benefits:
- A total of 14 Points to distribute on Social Attributes.
- Roll 2 additional dice on all Skill Rolls.
- Passive Traits such as **HP, WILL, Initiative, DEF/S.DEF,** are increased by 2.

Champion Rank

Somehow you've managed to defeat the Champion and now you carry the highest title a Trainer could have. Your fame transcends all frontiers and Leagues while your Pokémon exceed the natural capabilities and skills of their species. ***See Challenges Ahead p. 459***.

What Achievements do I need to get this Rank?
- Defeat the Champion in the League's Challenge.

Benefits:
- A total of 14 Points to distribute on Attributes.
- Can raise Attributes up to 2 Points beyond the Limit.
- 1 more Skill Point to distribute.



Overall, Rank is a representation of time and effort put into a particular lifestyle, Pokémon Training in this case.

Wild Pokémon also have a Rank and obtain the benefits from it, it's up to the Storyteller's discretion to determine the Rank of a wild Pokémon.

Pokémon will not follow orders from a Trainer with a Rank inferior to theirs.

So if you catch or trade a Pokémon with a Rank superior to yours, its Rank will remain as it is, making it almost impossible for you to control or make it obey you.
The League does not look favorably on trainers who cannot control their Pokémon in official matches.
Trainers who seem incapable of controlling their Pokémon during a tournament or an official match are disqualified.

You'll have to increase your abilities as a Trainer to fully tame and unleash a stronger Pokémon's potential.

The good news is that if you catch or obtain a Pokémon with a Rank lower than your own, its Rank will be upgraded to match yours after some Training Sessions.
Because your Rank is also a reflection of your mastery, you also learned how to get the best out of a Pokémon. Now you are able to generate results faster.

Creating a Story

Now it’s time to derail the train of destiny with some booms and bams! Characters expect to live adventures. When they get out looking for trouble they are gonna find you ready.
Being a Storyteller and creating a story is not as hard as anyone would think. Relax and have fun with any crazy idea. Just remember that you are here to make sure that everyone is having fun.

To start, talk to your players and ask them how they wish to play, what they expect from the story, and what their perceptions of the Pokémon world are.

You have to unify their perception to make sure their characters are being brought to life with a clear idea about how this society works and their attitude towards Pokémon and other humans. You can even share a brief summary of what’s to come.

Listen to their concerns and also express your own.
Remember that it is also their responsibility to create fun characters that can contribute to the story.

Someone who antagonizes other players or the storyteller is not doing their job as a player correctly.
Make sure no one creates a character that cannot be befriended.

Once everyone is on the same page, it’s time to get prepared.

Ideas for Adventures

<u>Pokémon Journey</u>
Type: Exploration
Focus: The Pokémon Lore
Game Plan: Design geographic Points of Interest surrounding the Players.
Place NPCs: Each NPC may be a local or another trainer with a personal connection to this Point of Interest.
Place Obstacles: Each obstacle may be completed only through the use of certain Pokémon and their specific Moves.

<u>Missions</u>
Type: Action
Focus: The Pokémon Battles
Game Plan: Design an Antagonist currently hurting the Players, the Pokémon, the environment or the people.
Place Enemies: Each enemy should have one or more Pokémon ready to impede the progression of the Party.

<u>Intrigue</u>
Type: Investigation
Focus: The Human Characters.
Game Plan: Design an Antagonist and an evil plan.
Place Clues: One clue may be collected through Fight Skills, another may be collected through Social Skills, other may be collected through Survival skills; other may be collected through Knowledge Skills. All clues should revolve around an imminent danger.

Playtime Duration

A game session lasts from 2 hours to 4 hours.

Take into account that during that timeframe, players will only be able to perform 2 or 3 well described objectives and still leave some room for character development.
Battles won’t always be necessary; normal people have troubles, tension and dire moments without having to fight for their lives every day. A battle is best used as the culmination of bad decisions or very tense circumstances.
This is a game about drama, not grinding battles.






POKEMON CENTER
Aonik

The Many ways to tell a story

Depending on the goals of the Players, there is always a way to make the process of storytelling easier.

There are three main ways to tell a story in this game:

Chronicle

Some stories are too long to be told in one game session. A Chronicle is a grand adventure with one main plot and usually one recurring villain. This kind of story can get really epic and can take months of gaming sessions.
It was made a common belief that this kind of storytelling was the normal mode to play, however, it is not.

This is hard mode.

It's common to see people start a Chronicle and never finish it, so keep it simple.
Communication between players and storyteller makes all the difference.

Episodic

Picture it like watching a TV Show, a single session is a complete adventure on its own.
Many things could change for better or worse, however, let it be powerful. Allow the players to learn something from it. The fact that they can return to their normal lives doesn't mean they went home empty-handed.

It is possible to begin to play in an Episodic way and then throw some Chronicle elements.

Storyteller Rotation

Storyteller Rotation has a great advantage due to many people taking turns at storytelling.
The characters will be provided with many more kinds of adventures because everyone has a unique way of thinking.

Storytellers may take a break and also play their characters and there's more time to write better adventures.
It's like watching a series of movies telling the comings and goings of the Characters. It is very similar to a normal Chronicle that is combined with Episodic Storytelling.

All Players should...

Go with the flow

Stay in character and actively role-play, so instead of saying: *"I send out my dragon pokémon and I order it to attack or whatever..."* Act as if your character was really in the situation and say: *"Garchop, go! Charge using Dragon rush!"* So don't be shy and let's have fun!

Stay Focused

Sometimes not much is happening, or maybe your character is not on the scene. Be calm, listen, and stay focused. Paying attention when the storyteller is speaking is a common courtesy. It will make the game flow faster and smoother.

Work as a Team

The other players are members of your group, you should be friendly to them and their characters. You guys are a team and should work as such. Antagonizing other party members for your own amusement is disruptive and disrespectful. Don't be THAT guy.

Request Goals

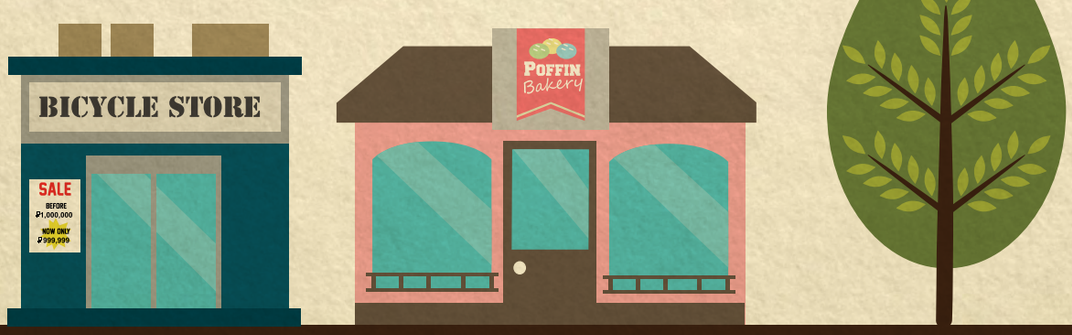
Are you trying to defeat the Gym leaders? Exploring old ruins full of strange Pokémon? Make characters to fit that goal. If for some reason you are at a loss of what to do, you should ask the Storyteller to do a retell on the important plot points.

Not obsess about rules and mechanics

Remember that the Storyteller will decide what's appropriate in the story. If there is a conflict or a stalemate use common sense and prioritize the story flow over anything else.

Try out Storytelling!

Everyone has the ability to tell a story, we want to encourage you to try it from time to time.
It's a wonderful experience and it's easier than you'd think.
We're sure you can do it!





Laws of Storytelling

1. Don't create a story to win
This is not about how you are going to defeat the players.

2. Don't fret over minuscule details
Your job is to create a mood, an atmosphere. You don't have to describe where every single object is. Let their imaginations do the work, this will save time and make the game flow uninterrupted.

3. Help the players get into their characters
Players are not really inside the Pokémon world. Don't expect them to perform as you imagined. Try to tell them how their characters feel and what they are thinking. It's useful to place thoughts in them from time to time.

4. The game is not only about mechanics
This game is about active role-playing, don't get too deep into the numbers, the rules, and pop-up combat.
It's never as important as the drama.

5. Actively Role-Play
This game requires active role-playing. You are not only preparing to tell a story, you are also getting prepared for acting. The same law applies to the Players. Add spice by describing the actions and the Moves of their Characters and Pokémon in the game.

6. Use tools
Even if you have a beautiful voice, use appropriate music and sound effects. You may print maps or show your players pictures of the places they are in.
This will help everyone to be in the same tune and will make your story a lot more interesting.

7. Get prepared
It's not ok to walk into the room not knowing what you are going to say. Improvisation can only take you so far.

8. Use Time
Use time in your favor. You can use Flashbacks, Fast-Forwards, or Pause the session if you need some time to think. Taking breaks is always nice.

9. Make sure everyone is having fun
You are not their entertainer, but you have to make sure everyone is taking part in the story. From the most talkative and extrovert to the most shy and timid of your players.

10. Start as close to the end as possible
Long introductions are boring. Even If there is something very important from the past, try to use exposition to say it.

11. Make it feel real not "realistic"
To bring your adventures to life you must have fun with the innocence and fantasy of the game.

12. Don't create a story to win. Again.
Just to be clear.

13. The storyteller is not "God"
You'll always have the final word, but don't let the power fool you. If you think you can do whatever you want, you'll find yourself without players very soon.

Tips on Storytelling

Improvise
There will be times your players suggest something wild or illogic. Try not to say "No" if they suggest it, it must be because they find it fun. Roll with it, improvise and try to make it fit into the setting and story.

Prepare Random Encounters
Sometimes players get to a point you didn't expect, so prepare some bad dudes and their Pokémon.
This should be used **only when it's really necessary,** not as part of your story. If you don't use this Encounter in the game session, save it for later.

Give Emergency clues
Many times Players will miss a **VERY CRUCIAL** clue. Maybe it was right under their nose, but now they can't go any further without it or the story will take a bitter turn.
In such cases, you may have to move the clue from place to place in case it is needed. Maybe it's time to use the random encounter or have an ally appear.
Prioritize story flow over puzzles and mechanics.

Positive reinforcement
Perhaps your Players are getting out of character or being disruptive. **Keep Calm. Talk to them.**
Don't punish your players in-game for something that's happening out of it. Engage them, give them goals and reward their achievements. You may also try converting the interactions and comments they make out-of-game to in-game. The results may surprise you.





Natures

Your *Nature* is your essence. Both humans and Pokémon have their values and what's important to them defined by it.
All people and Pokémon have their own unique personality, but **it is their *Nature* what defines how they will react to certain situations**.

Your Nature will show what's inside your mind and that will reflect on the exterior. Some Natures are beneficial for certain aspects of life and all of them can have their own hindrance when facing certain situations.

Pokémon can overcome the limitations of their Nature with the help of their trainer. A fearful or aggressive Pokémon can become friendly and social with the right treatment.
Pokémon might also change their Nature when they evolve.
For humans, though, the power to act against your own nature can only come from within yourself through your Will Attribute.



Keep in mind that Humans are able to think or feel one way yet act another.
Pokémon on the other hand tend to act according to what they feel and will stay true to their Natures.

The Nature you pick will also determine your Confidence. A trait that you'll need when facing stressful situations.

Confidence

People and Pokémon need to interact with each other, and while their Nature defines their core feelings, it will also affect how well they can handle negative stimuli towards their own ego.

Some individuals relish in being the center of attention, others just love hanging out in big groups while there'll be a bunch who prefer solitude, quiet places or simply want to be left alone.

Social Situations and Pokémon Contests might put you through a lot of Stress, this Stress might damage your Confidence, and the **Emotional Damage** you receive can create difficulties for you.

If your Trainer is interested on becoming a Coordinator, Confidence will be one of your most valuable traits.

Head to the **Pokémon Contest** section of this book to learn all about Confidence and its uses. p. 63

Adamant — Confidence: 4

Powerful, Fierce, Relentless

An indomitable will that won't falter. Those with Adamant nature are belligerent and impassive.
Only the strong survive in this world, that's why power and strength are what they respect the most. You are either their equal or you're inferior. Working as a team does not fit them well. They believe everyone must carry their own weight and those who can't will be left behind. They also lash out when they feel threatened and rarely care for social norms.

Bashful — Confidence: 6

Compassionate, Vulnerable, Family Oriented

There is an adorable shyness in them. They enjoy the simple things in life and are quite sensitive to other's emotions. They are very conscious about their own weaknesses and will try to make them better, but it hurts them to be pushed around and they may feel intimidated or disheartened if the challenges are too big. They need a strong figure who believes in them to feel confident but the fact that they are aware of their own weakness is a great advantage though.

Bold — Confidence: 9

Adventurous, Confident, Daring

Real thrill seekers. The Bold view life with optimism and excitement, they firmly believe one must go forward no matter the consequences. They are easily provoked and quick to take action, often heading into challenges a lot bigger than themselves. Failure is something that hits them hard, but they are known for getting back on their feet again and charge for adventure one more time. There's no mountain big enough to stop them and they love to be the center of attention.

Brave — Confidence: 9

Fearless, Level-headed, Protector

The Brave of heart will face any situation with courage and a cool head. They won't tolerate bullying or abuse anywhere near them and will always encourage others to conquer their fears. "Selfless" is their second name, as they will never turn their back on their comrades even at the cost of their own safety. Others look up to them as they inspire confidence and trust. They strive to conquer their fears and wish to inspire others to do the same. They keep it together when stress begins to escalate.

Calm — Confidence: 8

Reasonable, Peaceful, Balanced

Peace and tranquility is the most important thing for those with a Calm nature. They are not noisy nor they want many thrills in their lives. Conflict is not welcome and they tend to be peacemakers.
It is rare to see them fall for provocations as they keep their distance and composure when facing trouble.
They dislike stress and overbearing attention, but their presence is pleasant and soothing.

Careful — Confidence: 5

Analytic, Skeptical, Withdrawn

Those with this nature will often ponder their options according to the level of risk. If the benefit is substantial but the risk is too great they will prefer an option less rewarding but also less risky. They may take some time to warm up to strangers and will always be alert to their surroundings. Keeping a situation under control is important for them, not being in control makes them anxious and stressed. If things get out of hand they might run away to fight another day.

Docile — Confidence: 7

Kind, Team worker, Service spirit

Always with a courteous disposition, a Docile nature indicates that you put others before yourself. Those under this nature love to please and be of assistance to their companions and community.
They're not big achievers and might lack initiative, but even if only one person appreciates their efforts they will feel accomplished.
They make great teammates and will be the first to ask: “How may I be of service?”

Gentle — Confidence: 10

Graceful, Charismatic, Extroverts

A Gentle personality reflects on graceful conversations and pleasant social interactions. They enjoy doing things with care and refinement, and others come to them simply to revel in their sophisticated presence.
They enjoy luxuries but can be quite demanding with their tastes. These natural socialites were born to be in the spotlight and they don't like to share it.

Hardy — Confidence: 9

Dependable, Resilient, Resourceful

Life has been tough, but they know how to face anything no matter how difficult. The word “disheartened” is not for them, they have a great tolerance for stress and frustration so they rarely get worked up.
You’ll rarely find them unprepared. They do their best to endure and overcome. Taking things lightly is difficult for them, but they are dependable. They’ll help you get through the hardest of scenarios.

Hasty — Confidence: 7

Eager, Enthusiastic, Hustle

Energetic, spontaneous and a little impulsive.
They live in the moment and don’t have time to mop about past losses or worry about future battles. They are eager to see what comes next, moving from one thing to another. They rarely stress out because they make their lives on the go and rarely sit to relax or meditate things through. There will always be something to do with them around, let them improvise.

Impish — Confidence: 7

Mischievous, Witty, Playful

Free spirits hungry for enjoyment and fun at the expense of others. They carry themselves with a light heart but you can also see a smug smirk on their faces.
Playful, irreverent and agile of mind, they dislike routine and chores. They are the kind to circle around a problem as a head-on confrontation will stress them.
They also want a little validation from others so they'll get attention as the pranksters of the group.

Jolly — Confidence: 10

Cheerful, Charming, Energetic

They love to spread happiness around and will always have a smile to give you. They rarely feel gloomy and dislike when others do.
They easily form close friendships as others enjoy their good mood and affable disposition. They know the power to move a mountain lies in an enthusiastic demeanor and positive thoughts; regardless of the hard times their cheerful smile will brighten your day.

Lax — Confidence: 8

Unconcerned, Indolent, Simple

Lax is an inconstant nature, those under it will do things whenever they feel like it.
Is not that they are lazy, they just don't see the need to waste energy on stuff that's not important for them yet. Since they don't care to fill anyone's expectations they rarely stress out about social norms, but they'll need a reason to keep motivated and an even better reason to be pro-active instead of indifferent.

Lonely — Confidence: 5

Independent, Introspective, Solitary

They like to keep their distance and do everything on their own. They often feel it's up to them and nobody else to get things done and will take the burden of a responsibility that should be shared.
Interacting with others is like a chore for them but being isolate also makes them feel misunderstood. They are hard to get close to but they can be trusted to do their best even if there's no one to guide them.

Mild — Confidence: 8

Meek, Serene, Comforting

"Harmless" is the word that best describes a Mild nature. They are patient and calm with others, reliable and caring on every matter. Because of this, others seek their company as stability ground. They seek to understand others and have a natural talent to do it.
They tend to keep their needs to themselves and sometimes stay in the background, but they are the ones to turn when you need someone to listen.

Modest — Confidence: 10

Measured, Self-Assured, Hard Worker

When you are aware of your potential you don't need others to praise you for it. A modest nature knows the reward is the constant improvement of their abilities, not the acknowledging of others. They won't show off nor will they feel diminished when others display better capabilities. They'll do their best always and the only one who may judge the right or wrong of their ways is themselves.

Naive — Confidence: 7

Curious, Lighthearted, Innocent

The world is full of wonder; there is always something new to discover and many others to befriend.
A Naive nature is a curious and innocent nature, they easily trust others because they ignore the many dangers of the world. They still have a lot to learn but they take life as it comes. They rarely stress out due to the fact they still don't know there are many things to stress about. A friend's smile and a hand to take it's all they need.

Naughty — Confidence: 6

Devious, Rebel, Sly

Why should they listen to you? You are not their boss! Most of the time they'll deliberately do the opposite from what's expected from them. Why? Because they can, of course. They love to see others get mad and will use their clever mind and cunning to get away with their misdeeds. When they stress they put a cool facade, don't let that fool you. They need to be coaxed or put in their place to behave properly.

Quiet — Confidence: 5

Silent, Reserved, Espectator

Life is what happens around those with a Quiet nature. They often take a passive stance over the circumstances around them. Strong thoughts or opinions they have will rarely be expressed, so they are not the greatest at social interactions. They may be afraid to make a mistake or consider it a hassle to take action. When they manage to get the attention of others they rarely know what to do with themselves.

Quirky — Confidence: 9

Unusual, Open-Minded, Original

You can't really understand how their mind works. Those who have a Quirky nature will usually see the world in a unique way that only they seem to comprehend.
The way they act will be peculiar and often attract puzzled looks, they know they are oddballs and are fine with it, but they might get stressed by the strangest of things. The way they see the world is so unique that they accept new things easily.

Rash — Confidence: 6

Reckless, Unrefined, Daredevil

They are reckless, and exposing themselves to danger is their idea of fun. Blunt and direct in the way they act with others, you are either their friend or you are their enemy. They are known for rushing into action with a "hit first, ask later" mentality. They are also famous for their quick-temper, loud-mouth, and foolhardy deeds, so don't expect them to keep their cool when stress starts to elevate.

Relaxed — Confidence: 8

Carefree, Meditative, Nonchalant

The problems of the world are not their problems.
A Relaxed nature will allow its bearer to take it easy and never lose their cool. They will never stress over trivial matters and won't instigate trouble.
Should disputes arise, they will invite others to calm down through breathing and meditation, they go with the flow, never against it. Some may call them carefree, they will call themselves enlightened.

Sassy — Confidence: 7

Lively, Irreverent, Mouthy

They have an attitude, and those who take themselves too seriously may dislike it, but the Sassy natured are simply not afraid to voice their honest opinion and will always find ways to speak their mind and it's always brutally honest, so be ready for some burns.
There are no middle grounds with them, they either love or hate something so they can be infuriatingly difficult or surprisingly easy to deal with, that is part of their charm.

Serious — Confidence: 4

Steadfast, Rigid, Commited

They have a big sense of responsibility and won't appreciate when others don't take things seriously.
Stress is a constant in their lives, if they have a duty to fulfill they will not stop until it's finished, everything else is a useless distraction once they have a task.
They might need a hand since have a hard time relaxing but if you want things done well they are the ones to look for.

Timid — Confidence: 4

Shy, Apprehensive, Sensible

They have built walls around themselves that make it hard for others to see what's inside.
They just want to be accepted but tend to worry too much and be way too harsh on themselves.
Their confidence is usually placed on a leader figure and this makes them eager to please but also terrified to fail.
They need to learn to trust in their own capabilities to reach their full potential.

ONCE DEFINED, A TRAINER'S NATURE CANNOT BE CHANGED.

A Pokémon's Nature might change when it evolves or thanks to its training at Storyteller's discretion.

Take your Nature into account when deciding the actions you'll take in the game.
Depending on how well you portray the traits of your Nature you can get rewarded in the game.

WILL POINTS ARE AN AWARD FOR ROLE-PLAYING YOUR NATURE

If you need to recover Will Points, acting your Nature is a good way to start. The Storyteller must reward players who keep true to their Nature inside the game.

Every Nature has its challenges, there is not one that's better than the other.
The fact that some Natures do not seem to get along with each other, it's no reason for disrupting the fun of the game. On the contrary, they are a chance to complement the characters and create new interactions and fun dynamics.
The Nature of your Pokémon can also create different ways to interact, as not only they get to bond with their trainer but also with their other Pokémon teammates. Will they get along? Will they form rivalry or friendship?

Have fun exploring how rich your game can be when you mix all different personalities into a pot. It is certainly one of the most entertaining parts of the game.



Pokémon Battles

The Different Pokémon Types

This world is filled with different sources of energy that Pokémon can control. They absorb it as part of their bodies or shape it into powerful attacks.
The Pokémon that is especially proficient at using certain kind of energy is labeled with what we call a Type.
Until now, **18 types of Pokemon** have been recognized.

Normal	Pokémon that are not especially proficient at controlling other energies.
Bug	Insectoid creatures that get their strength out of a swarm-like mentality.
Dark	Pokémon that control the power of bad emotions and are known for commiting dishonorable actions.
Dragon	Creatures of legend who use their inner rage to destroy anything that opposes them.
Electric	They control electric currents. They feed and recharge out of lightning and thunder.
Fairy	Elusive and michievous creatures that bring both joy and tears to those who see them.
Fight	These Pokémon learned to use their body as a weapon. Some materialize their own energy into attacks.
Fire	Pokémon that resist heat, they produce and shape fire to burn anything on their wake.
Flying	They control the wind currents and are masters of the sky, earth bound creatures cannot easily reach them.
Ghost	Beings from the underworld. They are lurkers in the shadows who prey on the vital energy of the living.
Grass	Pokémon with a plant-like appearance. They feed on sunlight. Some grow flowers and others grow thorns.
Ground	These Pokémon live below the ground. They can control the movement of earth and all of its properties.
Ice	Ice and snow froze their bodies. They can resist and create glacial temperatures.
Poison	These creatures carry venom on their body. They bring sickness and plague wherever they go.
Psychic	They feed on mental energy to use telekinesis. They are some of the most intelligent beings on the planet.
Rock	Their body is their armor, they create rock slides and crush their enemies beneath.
Steel	A cold steel plate covers their bodies. they behave like an organic machine. Ruthless and cold.
Water	Aquatic creatures that can breath under water, they can call the rain and shoot mighty torrents.

Each one of these types has different powers they can use. Some Pokémon are capable of using not just one but two types of energy, gaining the resistances and weaknesses of their second type as well.

Resistances, Weaknesses, & Immunities

There are many ways to win during a battle; you either use your foe's weaknesses against him or you exploit your own strengths. A good trainer chooses the right pokémon for the right occasion, in and out of Battle.

Pokémon Types are a common way to gain an edge in a fight. If you happen to choose a Pokémon that resists your foe's attacks, it won't be much of a problem if your companion isn't as strong.

Resistances

All Pokémon Types (with the exception of Normal Type) are able to resist certain Move Types.

This kind of protection makes the damage received *Not very effective* reducing 1 point from the total damage received.

Weaknesses

All Pokémon are weak to certain Move Types.

This vulnerability makes the damage taken *Super Effective* meaning the Pokémon will receive 1 additional point of damage from the attack but the roll MUST score at least 1 Success.

Immunities

A few Pokémon Types are ***Immune*** to other specific Types of damage.
They will not receive any damage from attacks of that type, but may still be affected by support moves.

Double Resistance/Weakness

Two types may share a resistance, this means that a double-type Pokémon may reduce up to 2 damage points from an attack that is ***Not very effective*** against both of its Types.

The same rule applies when receiving a ***Super Effective*** attack. If both of the Pokémon's Types share a Weakness, the Pokémon will receive 2 additional damage.

Resistances, Weaknesses, & Immunities Chart

Pokémon Type	Resistances receives "Not Very Effective" from	Weaknesses receives "Super Effective" from	Immunity
Normal		Fight	Ghost
Bug	Fight, Grass, Ground	Fire, Flying, Rock	
Dark	Dark, Ghost	Bug, Fairy, Fight	Psychic
Dragon	Electric, Fire, Grass, Water	Dragon, Fairy, Ice	
Electric	Electric, Flying, Steel	Ground	
Fairy	Bug, Dark, Fight	Poison, Steel	Dragon
Fight	Bug, Dark, Rock	Fairy, Flying, Psychic	
Fire	Bug, Fairy, Fire, Grass, Ice, Steel	Ground, Rock, Water	
Flying	Bug, Fight, Grass	Electric, Ice, Rock	Ground
Ghost	Bug, Poison	Dark, Ghost	Fight, Normal
Grass	Electric, Grass, Ground, Water	Bug, Fire, Flying, Ice, Poison	
Ground	Poison, Rock	Grass, Ice, Water	Electric
Ice	Ice	Fight, Fire, Rock, Steel	
Poison	Bug, Fairy, Fight, Grass, Poison	Ground, Psychic	
Psychic	Fight, Psychic	Bug, Dark, Ghost	
Rock	Fire, Flying, Normal, Poison	Grass, Ground, Fight, Steel, Water	
Steel	Bug, Dragon, Flying, Fairy, Grass, Ice, Normal, Psychic, Rock, Steel	Fight, Fire, Ground	Poison
Water	Fire, Ice, Steel, Water	Electric, Grass	

Josephine encountered a wild **Ryhorn**, *she know's this Pokémon is a* **Ground/Rock**-*type.*
She has 3 Pokémon with her:
Beedrill, a **Bug/Poison**-type; **Slurpuff**, a **Fairy**-type; and **Lombre**, a **Grass/Water** type.

Ryhorn has Ground and Rock-type attacks that are ***Super effective*** *against Poison and Bug Pokémon, and it has a double resistance to Poison attacks. Beedrill would be a poor choice to fight it.*
Fairy type attacks of Slurpuff would be dealing neutral damage as Rhyhorn is not weak nor resistant to them. However, Rhyhorn is twice as weak to Water and Grass! Both Rock and Ground types share Water and Grass as weakness.
- "Lombre! I choose you!"- Says Josephine

How to Battle

Battling Pokémon is the main sport in this world because miraculous healing potions and free health care prevent your companions from getting seriously injured.

The Pokémon League tries its best to keep it as safe as possible within official matches. It's your choice to fight, just remember why your Pokémon are doing it.

A Pokémon battle is divided into four simple stages:

Initiative

During this stage we decide the attacking order: who goes first and who goes last.
Once the order is established, it will stay that way until the end of the fight.

Pokémon may use priority Moves to **temporarily change the initiative order**, or moves that strategically make others go last.

Round

A Round is a period about 10 seconds long, within that timeframe the Pokémon and Trainers perform their actions and attacks. It is composed of Turns.

If a Pokémon is fast and experienced it may only need a few seconds to perform many attacks in the same Round. A low rank Pokémon might need the whole Round to perform only one attack.

Turns

A Turn is a fraction of the Round when a Pokémon uses its action to perform a Move.

End of the Round

Once all Pokémon have performed their respective actions and everything has been resolved, the Round ends.

Trainers have a chance to perform an action in this stage.

Some Moves and Status Conditions have effects at this point in the fight.

Battling Step by Step

Step 1: Initiative - *"Pikachu, I choose you!"* -

Roll 1 Die and add yout Initiavive score to the result.

Your **Initiative Score** is equal to:

Dexterity + Alert

Whoever gets the higher result may act first, whoever got the second best result goes second and so on.

Step 2: Use a Move - *"Pikachu, use Thunderbolt!"* -

Roll the Move's Accuracy.

During your Pokémon's Turn you may order it to use a Move.

Once you have selected the Move, Roll the dice for Accuracy to see if the move hits or misses.

Each Move has its required Accuracy roll on its entry.

Step 2.5: Evasion/Clash (Optional)

- "Eevee, don't let it hit you!" -

The foe might try to evade or retaliate.

The foe Rolls Dexterity + Evasion

If the foe scores as many successes as you, he evades the attack and won't receive any damage or effects.

OR

The foe Rolls Strength/Special + Clash

If the foe scores as many successes as you, he Clashes the attack and both Pokémon will suffer 1 point of Damage instead of the regular damage from the attack.

Weaknesses and Resistances are taken into account when clashing.

- Evading and Clashing takes one Action.
- Clash also requires the use of a Damaging Move.
- Evasion/Clash can be used only once per Round, each.

Step 3: Damage

Roll the Move's Damage minus the foe's DEF/SDEF.

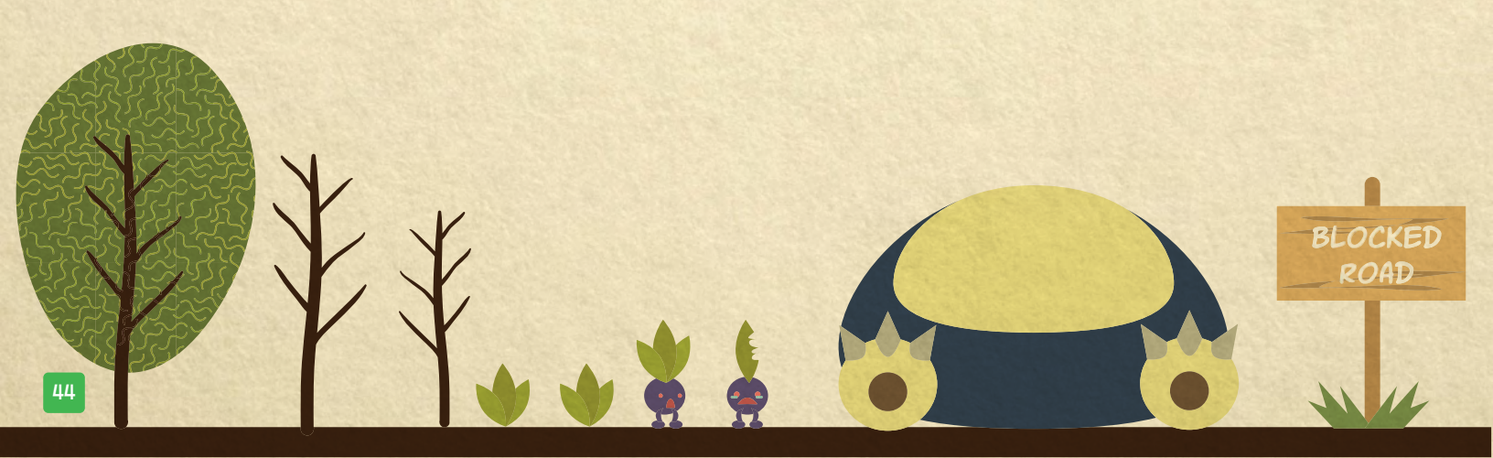
If the Move landed, it's time to gather the Dice pool to deal damage. Each Move's entry has its Damage pool listed, and they are usually:

Strength/Special + Move's Power - Foe's DEF/SDEF.

Each success on your Damage Roll inflicts 1 point of damage

A successfully landed attack always deals 1 point of Damage even if your Damage Pool is reduced to 0 or you score No Successes on the Damage Roll.

If you want to apply the bonus damage from Super Effective, you must score at least 1 success on your Damage Roll.



Step 4: Next! - *"Eevee, Sand-Attack, now!"* -

The next Pokémon will have their Turn.

The next Pokémon in the Initiative order will now have a chance to use a Move.

Now's the turn for another Pokémon to follow the Steps 2 and 3.

Step 5: Multiple Actions.

A Pokémon may have more Turns on the same Round

After all Pokémon have had their action from the first to the last, any Pokémon can try to use another Move during the same Round. **For more information on how Multiple Actions work, head to p.49**

The order on which everyone takes these extra Turns is the same as their original order of initiatives.

End of the Round.

The Round ends, time to start over.

After everyone has exhausted all of their actions, all that's left is to wrap everything up and start over until a victor is declared.

Trainers have a chance to perform an action and some Moves, Status Ailments, and other agents have effects at this point of the battle.

Trainer Actions

Trainers are not only spectators of a battle, and **at the end of each round, they have a brief chance to make one action.**

Choose between these different Actions, each one with its own set of pros and cons.

- **Switching Pokémon.**
- **Use an Item on a Pokémon.**
- **Search for cover.**
- **Enter the fray.**
- **Run Away from Battle.**

Switching Pokémon

Trainers can spend their action to **send out** and **recall** up to two Pokémon. It is possible to **Recall** your Pokémon at any point during the Round, but **During Official matches you must immediatley Send Out another Pokémon** or else you are conceding defeat.

If a Pokémon is switched in the middle of the Round, it will be startled and disoriented as it is coming out from a safe environment within the Pokéball and into a chaotic battlefield.

It will stay looking at its surroundings and **may become the target of an attack.**

For a Switched Pokémon to get out of this dazed state it will need a few seconds to digest all that is happening, this means **the Pokémon will not be able to attack or evade until the beginning of the next round.** **Switch your Pokémon at the end of the round to avoid this.**

Use an Item on a Pokémon

Pokémon may get hurt during a fight but Trainers can't get in the middle of the battle and risk injury to aid their Pokémon.

The Trainer will call their Pokémon to come closer and quickly give them treatment by rolling:

Clever + Medicine

However, this will make **the Pokémon** vulnerable for a few seconds as it **won't be able to Attack, Evade or use Moves of any kind while you apply the medicine.**

The battle continues and **using an Item on your Pokémon requires it to be still for a whole Round!**

If your Trainer enters the Fray, you can apply medicine without having to stop your Pokémon from battling.





Search for Cover

Non-official battles are chaotic, and Trainers can be in the danger zone where all the attacks are landing.
At the End of the Round a Trainer can roll:

Insight + Alert

To quickly scan their surroundings and get behind **cover**, this will ensure their safety for as long as the cover resists.

Enter the Fray

They say that if you want something done right you have to do it yourself, and some Trainers take it to heart.
At the End of the Round, your Trainer can choose to be an active part of the battle, **on next round he or she will roll their initiative and have a turn** alongside everyone else.

A Trainer in the fray is focused on fighting, **you won't be able to give orders to your Pokémon**, leaving them without direction and only with their Natures as a guide on what actions thay will take.

Switching Pokémon and Search for Cover won't be possible either, for these actions require complete focus.

Being directly in the battle risks Trainers to grave injury. The League banned this kind of behavior on Official Matches.
At the end of the Round, the Trainer can choose to go back to command their Pokémon.

Run Away from Battle

You are not forced to keep battling until all your Pokémon collapse and you black out. In Official Matches you can simply concede defeat to end the battle, for non-official battles it gets a bit trickier.
Your Trainer can recall their Pokémon at the End of the Round and make a run for it, rolling:

Dexterity + Athletic VS the Foe's Dexterity + Athletic

If you score more successes than your foe, the battle ends. Being Blocked prevents you from escaping.

Damage

Every time you or your Pokémon are hit by an attack, you are likely to receive damage, only Type Resistances would prevent this from happening and chances are you are getting at least 1 damage point per attack.

If you receive damage, your Trainer and Pokémon are able to heal 1 HP every 8 hours.

You need to minimize your Pokémon's intake of damage if you want to stay fighting for a long time, otherwise, you will suffer the consequences.

Fainting

Suffering Damage equal to your total HP will make you faint.
When fainted you cannot move or have an action. You'll be at the mercy of your surroundings.

Anyone who faints will stay out for an average of 8 hours. After that time, their body will automatically heal itself 1 Damage and the character may regain consciousness.

The item **Revive** allows you to **recover from fainting** in a few seconds. A regular healing **Potion** will cure damage made to the body and may prevent the wounds from getting more serious, but the character **will remain unconscious**.

Fainting is a bad experience for a Pokémon. If you regularly order them to keep fighting until they collapse this will eventually strain your relationship with them by reducing their happiness and loyalty.

It is not too wise to risk your Trainer character to faint in a battle. If a Pokémon faints, it can be recalled into its Pokéball and stay secure until it can get treatment; but a fainted trainer will need the aid of other humans to get back on his feet as **Pokémon companions cannot apply medicine**.

Wild Pokémon will usually cease to attack if the trainer faints and is no longer a menace. But staying out cold completely helpless may put at risk your character's life.



Lethal Damage (Optional)

If you or a Pokémon fall unconscious and keep receiving damage, that damage will become **Lethal Damage.** Some Pokémon can learn devastating moves able to inflict Lethal Damage directly.

Unlike regular damage, that heals itself over time, receiving Lethal damage involves getting a serious injury that will worsen if left unattended.
If the characters suffer 1 lethal damage, they will suffer another lethal damage every hour until they get medical attention or their body cannot hold any longer and the character dies.

Lethal Damage Moves are banned from official League matches, but your Pokémon may still use them if it holds back the full force of the attacks to deal regular damage.
A move labeled with this Icon Will deal Lethal Damage unless the Pokémon holds back:



Staying Safe

If you suffer Lethal Damage equal to your total HP your character will die. To prevent this, take measures to keep you and your Pokémon safe.

1.- Spare no expense in Healing items.
Potions can be expensive but the life of your Pokémon companions has no price.

2.- Teach your Pokémon healing moves.
If a Pokémon is able to learn a move that allows it to recover a little health maybe you should give it priority over learning a damaging move.

3.- Learn the Medicine Skill.
There will be times when the potions run out. Having a Trainer in the party who knows how to find and make medicine out of herbs and berries is a life saver!

4.- Evade attacks and find cover.
Pokémon battles have flames and energy beams flying everywhere, find a safe place where your trainer can stay out of harm.

Storyteller Note

If a Pokémon or Trainer is going to die, make it meaningful, **no sacrifice is ever in vain.**
No character is disposable.

Pain Penalizations

When your body is injured you will feel pain. As you or your Pokémon receive damage, your movements and overall performance will be impaired due to the wounds. **This is what we call Pain Penalization.**

Remove Successes from every Action you attempt, depending on how badly your Character is injured.

To measure the amount of pain you're in, you must take into account your total HP and follow this simple chart:

HP State	Pain Penalization	Body State
Full HP	None	No pain or discomfort.
Half HP (Rounded down)	1 Removed Success	Pain is now hindering you, moving is difficult.
1 HP remaining	2 Removed Successes	You are about to black out. Everything seems blurry and standing is painful.

Pain Penalizations will be applied to all the actions you make while injured. Rolls for: Accuracy. Damage, All Social Attributes, Strength, Dexterity, Special, and Insight are also affected; however, **rolls using Vitality and Will are not.**

Pain penalizations will be removed as soon as you heal. If you cannot heal HP, **you can also spend 1 Will Point to ignore 1 Removed Success from penalizations** for the rest of the scene.

Storyteller Note

Pain penalization may be assigned without receiving damage.
For example when the characters are exhausted by exercise, lack of food or sleep.









Multiple Actions (Optional)

This is where you get fast and furious. You can abuse your speed and intellect to divide your attention and perform multiple tasks at the same time.

Most common use is in battle; you can attack, evade and support your allies, but Multiple Actions are not limited to fights.

Maybe you want to read a book while driving a car, or maybe you want to catch a ball and kick your foe while dodging bullet seeds. I'm not saying that everything is possible, but you can at least try!
Worst case scenario: You die.

All you have to do is:

Roll the dice pool for your action.

However, every Action beyond the first, will require 1 additional Success.

Multiple Action	Required Successes
1st Action	1
2nd Action	2
3rd Action	3
4th Action	4
5th Action	5

Pain Penalizations, Low Accuracy, and other penalties may substract Successes from your Rolls.

You may perform up to 5 multiple actions each round, and it gets harder and harder the more you push your skills, **if you are not skilled enough you risk suffering a Critical Failure**.

Take this example on how much you can do if you master multiple actions:

Chuckie wants to ride a wild Tauros and text Prof. Oak the information about it. He gets on the back of the Pokémon when he discovers that wild Tauros don't like being rode. Suddenly, an arrow flies through the air towards him. Since Chuckie is a man of science, he decides that texting his finding to Prof. Oak is more important, but he also cares about his life, so he will try to do it all at the same time.

Chukie's traits are:

Dexterity	Clever	Evasion	Athletic	Science
●●●●○	●●●○○	●●●○○	●●○○○	●●●●○

He decides he wants to perform all 3 Actions at once. First, Chuckie will try to stay mounted on the Tauros:

4 (Chuckie's Dexterity) + 2 (Chuckie's Athletic) = 6 (Chuckie's First Action Dice Pool)

Chuckie's First Action
Requires 1 Success



Roll Results

He succeeds, Tauros is violently shaking him but he manages to stay on top. Now Chuckie will try to dodge the arrow:

4 (Chuckie's Dexterity) + 3 (Chuckie's Evasion) = 7 (Chuckie's Second Action Dice Pool)

Chuckie's Second Action
Requires 2 Successes



Roll Results

He succeeds again, moving out of the arrow's path with ease. Finally Chuckie will try to send the text to Prof. Oak.

3 (Chuckie's Clever) + 4 (Chuckie's Science) = 7 (Chuckie's Third Action Dice Pool)

Chuckie's Third Action
Requires 3 Successes



Roll Results

Prof. Oak got his text! Chuckie, you are the man!

When a Pokémon is acting on its own, they usually won't make more than one or two actions, even if they are capable of doing more.

Storyteller Note

You can take your 2nd action only after everybody else had a chance to act, the only exceptions being: Successive Actions and Evasion/Clash.

If you make lots of actions it means that you are moving really quick. Running, jumping, dodging and attacking in an impressive manner.

Strategies to Win

It isn't always the strongest, the fastest, or the higher ranked Pokémon that wins the fight.

How can you defeat an *Onix* with only the help of a tiny *Pichu*?

Well, having a strategy can save the day!
In this section, you will learn the many tricks and techniques to win almost any fight.
Learn them all and any Pokémon at your side will be champion material.

Holding Action

When you declare to hold your action your character will remain immobile looking at the foe, this will seem like an invitation to the foe or someone else to act before you do.

You may use the action you were holding at any point during the round.
If both you and your foe hold action the round will end with no further actions.
It means that both sides paused the fight to eye each other warily...

Evading

It is always a smart move to get away from danger. You may do this by evading attacks or finding cover.
Once per Round you can Evade an attack, simply have to give the order "Evade it!" or "Dodge!".
Your Pokémon will understand that danger is coming its way and will react as fast as possible.

An Evasion action can be triggered regardless of initiative order at the cost of an action. All you need to do is Roll:

Dexterity + Evasion

If you score as many Succesess as your foe, you evade the attack.

Evading counts as an Action, thus, acting again this Round will require another Success as stated on the table for Multiple Actions.

Evasion can be performed only once per Round.

Clashing Attacks

Some Pokémon are not dexterous enough to be constantly evading, but they can rely on their sheer power to fend off their foe's attacks by doing what we call a *Clash*.

Once per Round, when an opponent makes its Accuracy Roll **you can order your Pokémon** to use one of its own Damaging Moves (i.e. Thunderbolt, Water Gun, Close Combat) **to try to deflect most of the damage**. Simply Roll:

Strength/Special + Clash

If you score as many Succesess as your foe, you clash the attack and both your foe and your Pokémon will suffer 1 damage instead of the foe making a damage roll.

Clashing counts as an Action, thus, acting again this Round will require another Success as stated on the table for Multiple Actions.

All Damage taken from a Clash is affected by the Super Effective and It's Not Very Effective rule.

While not as effective as Evasion to reduce damage intake, Clashing attacks is a good option for slower but strong and resilient Pokémon.

Clash can be performed only once per Round.

Trainer Tips

Once you use a Move for a Clash you can't repeat it during the same Round; You'll have to wait until the next one!

Storyteller Note

Support Moves, Moves that ignore Defenses and Moves that have a Set Damage can't be Clashed.



Taking Cover

This action will help you resist damage against **Ranged attacks depending on much of your body is covered.**

Body Coverage	Bonus Def/SDef vs Ranged Attacks
1/4	+1
1/2	+2
FULL	Cover must be destroyed

It is possible to avoid damage completely at Storyteller's Discretion. A Cover may be destroyed after taking a few hits.

You can use the Maneuver "Cover an Ally" to use your body as a shield for a small Pokémon.
Or you can make a big Pokémon use it to cover yourself!

Trainer Tips

Same Type Attack Bonus (STAB)

All Pokémon can control different Types of energy, but these energies will come out naturally stronger if they are from thier own Type.

For example, a Grass-Type is stronger at controlling plants, while a Normal-type won't be as powerful when trying to do the same.

Using Moves that match their own type will give you an edge when trying to deal damage.

Whenever a Pokémon performs an Attack that matches one of its types you'll get the **"Same Type Attack Bonus"** or STAB for short.

This adds 1 Bonus Dice to the Damage Pools of matching Type attacks.



Low Accuracy Moves

If you perform a move labeled with a sign like this:



Remove the noted number of Successes from your Accuracy Roll.

Take a look at this example:
***Pikachu** is trying to attack its foe **Stunky** with the move **Thunder**. Which has an Accuracy of -2:*



Pikachu's Dice Pool | Move Accuracy | -2 Successes

The roll fails. A Thunder stroke in the arena but it did not hit the target.
*On Stunky's turn he uses the move **Smokescreen** reducing Pikachu's Accuracy by 1.*
In the next Round, Pikachu's Accuracy Roll for Thunder would be:



Pikachu's Dice Pool | Move Accuracy | -3 Successes

Pikachu would have to train its skills to get better at controlling this kind of attacks.

Pain Penalizations and other penalties may remove even more successes from your Roll.
The power of some Moves might seem tempting, but you'll need a lot more than powerful moves to win your battles.
If your foe is relying on powerful but unaccurate Moves, don't be scared, make their advantage become their disadvantage by Evading or Clashing.



Attributes: Increase & Reduction

You will notice that some moves are marked with this kind of icons:



Most of them don't deal damage but increase or reduce the attributes of a Pokémon instead.

It is a valid strategy to reduce your foe's Attributes to get an advantage. If you combine this with increasing your own Pokémon Attributes, you will be on the right path to victory.

A Move may increase or decrease an attribute by 1, 2 or 3 points, this effect is only temporary.
These points do not stack on the same attribute, but instead only take into account the move with the highest modifier.

*A **Shellder** with a Defense of 5 used the move **Withdraw** as its first action.*

Its Defense will be increased 1 point making it a total of 6.

*On its next action, Shellder used the move **Iron Defense**, which increases its Defense by 2 points. Its Defense will now be 7. **The effects of Withdraw are replaced**.*

If Shellder uses Iron Defense once again the next round, its Defense would remain unchanged.

The same rule applies for decreasing the attributes of a Pokémon, with the only exception that once an attribute is decreased to just 1 point, it cannot be decreased further.
Some **Held Items** will directly affect the attributes of a Pokémon but their effects will not stack along with the effects of a move and you will take into account only the highest modifier.

Temporary increases of attributes can only make a Pokémon reach a maximum of 10 Points.

That means that if your Pokémon already has a score of 10 in an attribute it won't be able to increase it further.

If your Pokémon has reached the limit score on its attribute, and increases it using a move or ability, **as long as it keeps it on 10 or less** it will be able to do so without problems.

When combined with **Abilities**, Pokémon can achieve incredible power through temporary increases in Power, Defense and Speed.

Take these examples of combining moves and abilities to increase your own attributes or reduce your foe's:

*Your **Floatzel** has 4 points of Dexterity. Its Ability is **Swift Swim**, which increases Dexterity by 2 Points during **Rain weather**.*

*It is raining at the moment and Floatzel uses the Move **Agility** in its turn. This move adds 2 Points to the user's Dexterity.*

***Floatzel** ends up with 8 total Dexterity Points:*
4 points are its own, 2 from its Ability and 2 more from the Move it used.

*Your little pink **Snubull** goes into battle, against an aggressive **Tyranitar** with a Strength score of 4.*
*Fortunately, **Snubull** has the ability **Intimidate**, which reduces by 1 point the Strength of all foes in range.*
*On its turn, **Snubull** uses the move **Charm**, which means a further reduction of 2 points for the foe.*
*By the end of **Snubull**'s turn, **Tyranitar** only has 1 point on its Strength Attribute.*
Now that doesn't sound too menacing!

Trainer Tips

It is illegal to go into an official match of the league with your Pokémon already buffed. You'll have to put it back into its Pokéball and let it out when the match begins.

All these Power-ups and downs are only temporary. They will last for a scene or until the Pokémon is removed from battle.

Critical Hit

To land a Critical Hit you have to score 3 more successes than what is required for your Accuracy Roll.
If you do, you will add 2 dice to your Damage Pool.

Archen *is fighting **Amaura**. Archen managed to land a Critical-Hit with the move **Crunch**.*
This will be Archen's Damage Pool:



Archen's Strength + Crunch's Power + Critical Hit Bonus – Amaura's Defense

***Amaura** is at risk of receiving a serious amount of damage from Archen's Attack!*

Also, Moves labeled with this Icon:



Are called **"High-Critical"** moves.
You'll need only **2 more Successes than necessary**, to get a Critical hit!

Holding Back

Sometimes it will be more convenient to contain the full force of your Pokémon's attacks.

Perhaps a move is extremely powerful but it may hurt your allies as well, maybe you are fighting a wild Pokémon you want to catch and do not want it to faint. Or it could be that you are participating in an official League Tournament and you cannot use your favorite move by going all out.

For those cases, you give the command to "*Hold Back*" in order to do either of the next options:

• **Deal Half Damage.**
You make your damage roll normally but only inflict half of the damage rounded down to those affected by your attack.

• **Deal Regular Damage instead of Lethal Damage.**
If your order your Pokémon to use a move that would deal Lethal Damage:



You can also add the order: "Restrain yourself!", "Don't use full force!" or something along the lines so the damage your Pokémon inflicts will not need a trip to the emergency room ...or the graveyard.

Priority and Low Priority

Many actions and Moves are quick and abrupt or slow and complex. Priority and Low Priority are terms to indicate which Moves get into effect outside of the normal Initiative order. They are labeled by these signs:



They represent Priority, which allows a Pokémon to act right away even if it's not their turn yet.
And Low Priority, in which the Pokémon will use its move but it will take effect at the End of the Round.

In case two Pokémon are using a Priority move at the same time, the move with higher Priority number will be resolved first. In case both have the same priority number, the initiative order will determine who resolves it first.

Take into account: once you announce a Priority Move, your foe may change his order/action to an Evasion, or it may use another Priority Move.

Low Priority is the opposite, it will take effect at the End of the Round, it may look like the foe is holding their action while in reality, it is just about to strike.



Healing In-Battle

There are three ways to heal a character in-battle:

• By applying healing items, such as Spray Potions or medicine on them. **One Potion unit heals 1 damage, two units heal 1 lethal damage.**

• By using a held item such as a Berry.

• By using moves that restore your health. **These moves may require the user to spend 1 Will Point to get the benefits.**

Humans cannot use healing moves but can have Pokémon use some of their moves on them, they also can't have a held item but they are free to use a berry or medicine and apply it on themselves or their Pokémon.
Now, while the healing in this world can be miraculously fast, a 10-second Round is too-short a time to make a full recovery from some wounds.

When you are in battle, potions, berries and Moves can only heal a maximum of 3 HP per round.

Complete Heal, Max Potion, and Full Restore are the only things able to heal more.

Some Pokémon are able to learn moves that restore health. They are identified with this icons:



Basic Heal
Heal regular damage equal to 3 HP.



Complete Heal
Heal regular and Lethal damage equal to 5 HP.



Fixed Heal
For example: Heal up to 2 Damage.



Fixed Complete Heal
For example: Heal up to 2 Lethal Damage.

If your Pokémon makes the Accuracy roll to activate a move labeled with any of these icons and succeeds, **you need to spend 1 Will Point in order to get their benefits.** If the Accuracy roll fails you don't need to spend the Will Point.

Healing Moves are not infinite, Your Pokemon's Will score can run out before recovering all of its HP.
Always carry Potions!

Trainer Tips

You can only heal 3 HP per round when using Potions and most healing moves, but moves identified with this icon.



Complete Heal
Are able to heal up to 5 HP per round.

Once you reach the healing limit or the Subject restores its full HP, the recovery stops and any remaining points will be lost. Take this example:

Your **Meganium** *is fighting a wild Pokémon and you order it to use the move* **Grassy Terrain.**

One of the effects of **Grassy Terrain** *is this:*



For the next 4 Rounds, User and Allies on the ground Restore 1 HP at the End of the Round.

The battle continues and **Meganium** *receives a brutal strike, it has 2 HP remaining from its total HP of 9. It needs healing ASAP. You run to its aid with a Potion in hand and apply 3 units of Potion that will restore 3 HP to Meganium. However, the HP healed from Grassy Terrain won't take effect this round and won't carry on to the next one.*

A couple of rounds pass and someone activated Sunny Weather in the field, Meganium has 5 HP so you order it to use the move **Synthesis**, *one of its effects being:*



If Sunny Weather is in effect this Move becomes a Complete Heal.
This means it would recover 5 HP, but Meganium's only has taken 4 damage, So it heals 4 HP and the remaining point is lost.

Shield Moves

There are some moves labeled with this icon:



Their effects may differ from one another but they all have one thing in common, they are actions that involve using a shield against an incoming attack.
Unlike evading, Pokémon using these moves receive the attacks head-on with certainty that they'll come out practically unscathed. **Shield Moves can reduce damage to zero.**

There's a catch, though. **You can only use one shield move per round, and if you use one the next round as well you'll get an Extra -2 Reduced Accuracy to their accuracy roll**, increasing the chances of failure for every shield move you use each round. **If you do not use a shield move for a whole round this effect resets.**

For every Shield Move you use round after round, you'll be adding an extra reduced Accuracy.
That means:



And so on if you keep using them uninterruptedly.

Successive Actions

Multiple Actions are handled per round. But some moves have the special property of unleashing all actions at once, these are called "Succesive Actions"

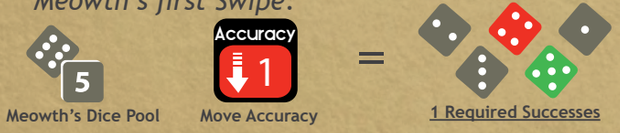
Moves marked with this symbols:



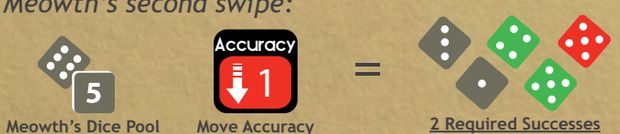
Mean that you can unleash from 2 to 5 multiple actions in a single attack!

***Meowth** will use the move **Fury Swipes**, which is a Successive Action move.*
*For it's Accuracy roll, Meowth will roll following the **Multiple Actions rule** for successes, only this time the actions called will be released all at once. Trainer calls for 2 multiple actions to be used on **Fury Swipes**:*

Meowth's first Swipe:



Meowth's second swipe:



All of this means that Meowth performed two attacks in a single turn, and if its Dice pool grows with some training, Meowth will be capable of making up to 5 attacks in a single Turn!

Weather Conditions & Scenario

Pokémon, their Moves, and Abilities can be enhanced or diminished by Weather Conditions.
Sunlight, Rain, Snow, and Sandstorms are important factors in the habitat of many Pokémon.

Remember that most of the fights will be located in the wild. From forests and jungles to volcanoes and tundras and even underground or underwater.

This turns the battlegrounds into a shifting scenario, not just an empty arena. Daytime and location can affect your chances of victory.

There are seven main weather conditions.



Sunny Weather
Typical in deserts, plains and tropical areas.



Harsh Sunlight Weather
Only found in volcanic areas.



Rain Weather
Common in rainforests, lakesides, and marshes.



Typhoon Weather
Only found in the middle of the sea/underwater.



Sandstorm Weather
Common in arid regions and barren lands.



Strong Winds Weather
Only found at great heights in the sky.



Hail Weather
Typical in areas close to cold and snowy places.

There are Pokémon capable of summoning these weather conditions using special Moves.
Other Pokémon are reported to have the incredible ability to summon the weather change at will.

You may create other types of weather or battlefield conditions that may make the battle easier or harder depending on how well you can adapt to it.



Make the scenario an important part of the fight.
It can be the ally or the enemy of the players if you enable free battleground interaction.

Sunny Weather

A bright sunlight shines through the arena. It's hot, you feel thirsty and tired, the light is hurting your eyes.



- All Fire-Type moves have 1 Extra Die to their Damage Pools.
- All Water-Type moves get ther total damage reduced by 1.
- No one can be affected by the Frozen Status Condition.

Harsh Sunlight Weather

A harsh sunlight creates extreme heat through the battlefield, there is lava on the floor and some objects just burst into flames. You might need special equipment to go through this weather.



- All Fire-Type moves have 1 Extra Die to their Damage Pools.
- All Water-Type Moves fail to be executed.
- Add 2 dice to any roll of Chance Dice to Burn a foe.
- No one can be affected by the Frozen Status Condition.
- Sunny, Rain, Sandstorm and Hail Weather conditions fail to activate through any means.

Rain Weather

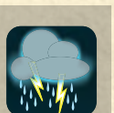
A heavy downpour. You are soaking wet. There's deep puddles and it feels like this will grow into a raging storm any second.



- All Water-Type moves have 1 Extra Die to their Damage Pools.
- All Fire-Type moves get ther total damage reduced by 1.
- Moves that become Complete Heal with Sunny weather will only restore 1 HP instead.
- Reduce by 3 the number of successes you need to heal a Burn Status Condition.

Typhoon Weather

A great torrent quickly floods the field, in just a matter of seconds everything is underwater and you struggle to stay afloat trough the crashing waves around.



- All Water-Type moves have 1 Extra Die to their Damage Pools.
- All Fire-Type Moves fail to be executed.
- No one can be affected by the Burn Status Condition.
- Moves that become Complete Heal with Sunny Weather will not restore any HP.
- Sunny, Rain, Sandstorm and Hail Weather conditions fail to activate through any means.

Sandstorm Weather

A raging wind is blowing sand all over. You can barely open your eyes, it's had to breath and little sharp rocks pierce your skin.



- Deal 1 damage to all non Rock, Ground or Steel Type Pokémon in the field at the end of the round.
- Increase 1 Point to the Special Defense of all Rock-Type Pokémon in the field.
- Moves that become Complete Heal with Sunny weather will only restore 1 HP instead.

Strong Winds Weather

Strong wind currents lift and swirl everything in the air, from a tiny pebble to a giant truck. You are either being swept around or falling straight to the floor at a great speed.



- All Flying-Type moves have 1 Extra Die to their Damage Pools.
- Electric, Ice and Rock Type Moves deal neutral damage to Flying-Type Pokémon.
- Entry Hazards (Spikes, etc.), Barriers (Light Screen etc.), and Block Fail to activate.
- Sunny, Rain, Sandstorm and Hail Weather conditions fail to activate through any means.



Hail Weather

Heavy ice shards are falling from the sky. It's cold, it's snowy and one of those ice pieces may fall right in your head.

- Deal 1 damage to all non Ice-Type Pokémon in the field at the end of the round.
- Increase 1 Point to the Defense of all Ice Pokémon in the field.
- Moves that become Complete Heal with Sunny weather will only restore 1 HP instead.

Enviromental Challenges (Optional)

You can add an extra layer of challenge into your battles if you take the environment into account.
Official League Tournaments give each match one or two added challenges in the arenas.
In here we give you some examples of enviromental challenges you can use:

Fog/Darkness Reduced Visibility	Accuracy -1 All Pokémon in get extra Reduced Accuracy on all their moves.
Muddy Difficult Terrain	All Pokémon have their mobility reduced to half. Pokémon can't get out of Range.
On Fire! Dangerous Hazards	At the end of each Round, Roll 3 Chance Dice to Burn everyone in the field. If already Burned, roll to increase the Burn level.
Electric Poles Type-Boosting Elements	All Pokémon will add 1 Die to the damage pools of Electric-Type moves Pokémon don't need to Recharge.

Feel free to create your own.

Status Conditions

There are conditions that change or impair the normal state of humans and Pokémon, they are called **Status Conditions or Status Ailments.**
They may be painful or disruptive effects such as burning, or paralyzing.

Some of these effects will disappear in a few minutes, but others can be so severe that will need urgent medical attention.
There are Pokémon types immune to certain ailments, others are immune if the source is something they resist, but you should still keep some medicines and heal items with you at all times.

It is possible for Status Conditions to stack into each other, that means that you or your Pokémon can be asleep, poisoned and burned at the same time.
Only a Full Heal, Full Restore and a Lum Berry are able to cure more than one condition at the same time, if you do not have any of these items you'll have to cure each condition one by one or do it the old-school way: Stop, drop and roll.

Official League Matches may restrict the stacking of status conditions in Pokémon, for example if one of your opponent's Pokémon is already poisoned or asleep the League officials may prevent you from adding another condition into it or sanction you if you do.

Here is the list of this Status Conditions and their effects:

Burn 1



Something very hot burned your skin and it is blistering.

Effect: Inflict 1 point of damage at the end of each Round. Fire-type Pokémon are immune.

Resist: Cannot be resisted.

Duration: Use an action to make a Roll of: Dexterity + Athletic, add up the successes of these rolls until you get 4. Outside of battle others can help soothe the burn..

Burn 2



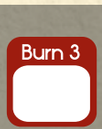
A part of your body is in flames!

Effect: Inflict 2 points of Lethal damage at the end of each Round. Fire-type Pokémon are immune.

Resist: Cannot be resisted.

Duration: Use an action to make a Roll of Dexterity + Athletic, add up the successes of these rolls until you get 6. Outside of battle others can help extinguish the fire.

Burn 3



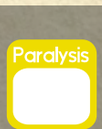
You are completely engulfed by fire!

Effect: Inflict 3 points of Lethal damage at the end of each Round. Fire-type Pokémon are immune.

Resist: Cannot be resisted.

Duration: Use an action to make a Roll of Dexterity + Athletic, add up the successes of these rolls until you get 8. Outside of battle others can help extinguish the fire.

Paralysis



Your muscles are cramped and you can hardly move!

Effect: For the duration of this status, the subject loses 2 points in Dexterity and moves at half its speed or can't move at all. Electric-type Pokémon are immune.

Resist: Can't be resisted.

Duration: 24 hours.

Frozen Solid



You've been trapped in a block of ice!

Effect: The subject cannot perform any action. Ice-type Pokémon are immune.

Resist: The block of ice has 5 HP with a Def. & Sp, Def. score of 2 . At the end of the round the subject may try to break the Ice with Move. Moves that are super-effective against Ice break it instantly.

Duration: Until the ice is broken or finally melts on its own after a few hours. The frozen subject will be found Fainted if left to thaw on its own.

Poison



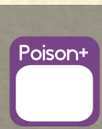
You feel sick and nauseous with a mild fever.

Effect: Inflict 1 point of damage at the end of each Round. Poison and Steel-type Pokémon are immune.

Resist: If the subject lies down and doesn't move at all, the damage will be dealt once per hour instead of each Round.

Duration: Until you receive medical attention or until you Faint and wake up 8 hrs. later.

Badly Poisoned



You're burning in fever and suffering horrible pain all over your body.

Effect: Inflict 1 point of Lethal damage at the end of each round. Poison-type and Steel-type Pokémon are immune.

Resist: If the subject lies down and doesn't move at all, the damage will be dealt once per hour instead of each Round.

Duration: Until you receive medical attention or until your body can't resist any longer.

Poison and _Badly Poison_ Status will continue dealing damage outside of battle.

If these Status Conditions go without healing, you will make a roll to resist their effects every hour when resting, or every round when performing a strenuous physical activity.
If you fall unconscious from Badly Poison damage, you'll start receiving Lethal Damage and your character is at risk of dying.

Staying within the Pokeball does NOT prevent these effects.






Sleep

Your eyes feel so heavy...maybe you should just ...zzz

Sleep

Effect: The subject falls into a deep slumber and cannot perform any action until it wakes up.

Resist: If the subject is in Batte or under stress, roll its Insight at the beginning of its attempted action, the subject wakes up after adding up 5 successes. Doing this counts as an action.

Duration: 5 minutes.

Flinched

You want to react but your body does not respond!

Flinch

Effect: The subject looses its next action.

Resist: Can't be resisted.

Duration: 1 Action.

Other Conditions

There are conditions that are not considered Status Ailments, but they can still affect the Pokémon in a negative way, like:

Confused

Did someone just order you to hit yourself?

Confuse

Effect: The subject removes 1 success from all Action Rolls. If the action fails, the subject suffers 1 damage.

Resist: Roll Insight at the beginning of the Round, if the subject scores 2 or more successes, it may act normally during this Round.

Duration: 5 Rounds or until the subject is switched out.

Disabled

Something is preventing you from using your attack!

Disable

Effect: The subject cannot perform a disabled move. Only one move can be disabled per subject at a time.

Resist: Can't be resisted.

Duration: Ranges from 5 Rounds to a Scene.

In Love

You'll protect your beloved! ...what was her name again?

Love

Effect: The subject Holds Back (in icts half damage) against the foe and the foe's allies.
Same gender and genderless Pokémon are immune.

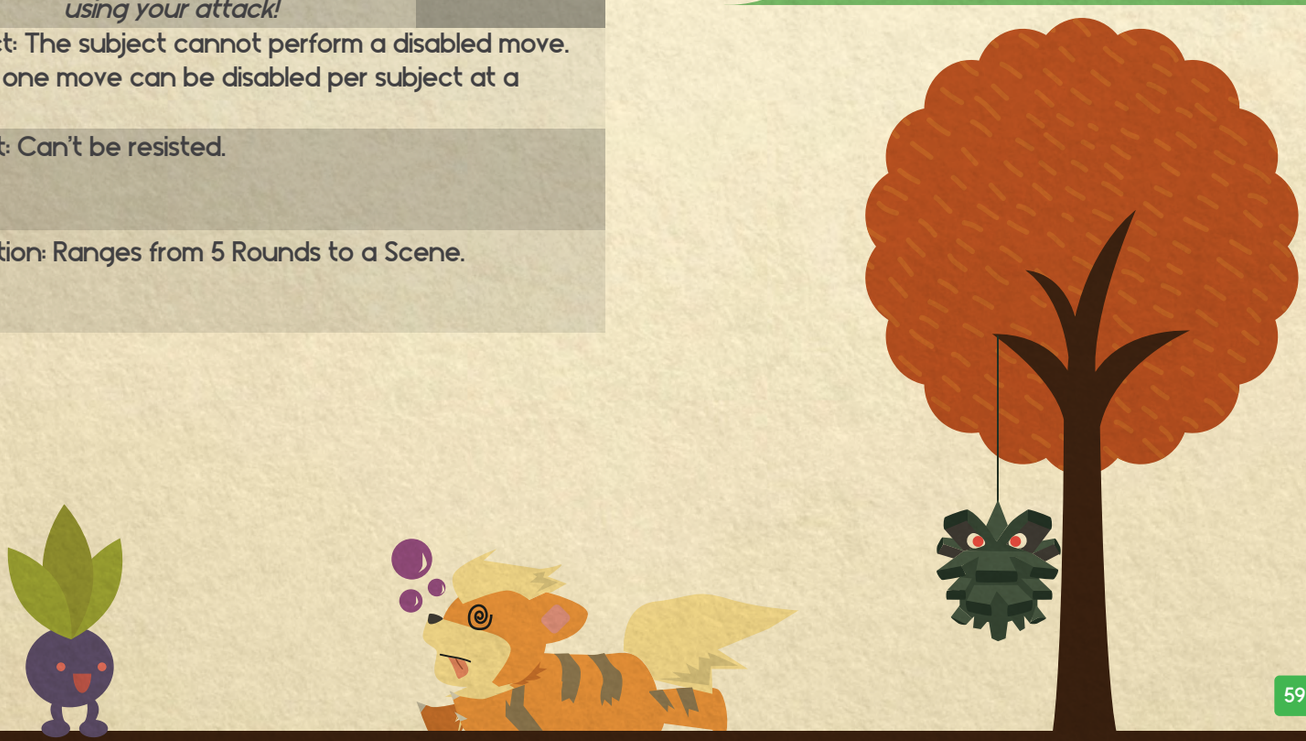
Resist: Roll Insight at the beginning of the Round, if the subject scores 2 or more successes, it may act normally during this Round.

Duration: One scene or until the subject is switched out.

These conditions are mostly harmless but can be a real bother to deal with. Implying of course, that you are not the one provoking them, then they are really fun!

Trainer Tips

When your Pokémon gets a Status Condition you should treat it as fast as possible. Always carry some Healing Items with you or hurry to the nearest Pokémon Center.



10 Tips for Successful Battles

1. Train Your Pokémon.
Through training you can try different builds of Attributes, Skills and Moves and find powerful combitations. If you want to be a strong Trainer you need strong Pokémon.

2. Use your advantages.
Not only Type advantages, consider what your Pokémon is good at and how you will exploit that in your favor.

3. Use or create weaknesses.
If the foe is too strong or fast, what will you use to counter it? Perhaps the foe is using a move with low Accuracy that can be evaded, and an attribute reduction will surely hinder its performance.

4. Know your moves
Learn the Power, Accuracy and effects of the moves you'll be using regularly to get the most out of them.

5. Evade, Clash and Cover
Unless you are sure you'll withstand the hit, evade, clash or take cover from attacks.
Keep your damage intake per round as low as possible.

6. Use Multiple Actions.
Mastering multiple actions is a key to master Pokémon Battles. Bit by bit they help you gain an edge, increase your dice pools and get the most of them.

7. Adapt to your opponent's strategy.
If you keep doing the same you'll keep getting the same result. If something isn't working, change your tactic or you'll lose.

8. Strike at the right time.
Be patient, keep your cards in your hand. Don't strike too early and risk to reveal them, don't strike too late and miss your chance to do what you wanted.

9. Be decisive
Don't make the battle drag on forever by taking too much time to decide what action you'll take.

10. Keep Trying.
You and your Pokémon are a team, together you share victory and you share defeat.
The road to success is built around failures. Don't lose heart, and keep trying!

As you can see, Pokémon battles are quite an exciting yet dangerous event.
Don't be disheartened if you lose a battle. Defeat is part of the road to success. Take one step at a time.

As a trainer, you'll need to understand just how much you can ask from your Pokémon, and they will need your guidance to push their limits.
The secret to achieving a victory every time will be finding the right time to make your strikes.

There will be occasions in which you will need to endure a hit or two and you'll have to choose which hits your Pokémon definitely needs to evade; other times you'll have to risk everything in a single all-or-nothing attack.
And when things can't get any worse, you may need to spend some Will points and let fate decide.

It is a long way for a trainer to master all of the battle strategies, but having your friends beside you will make it a lot easier if you all learn from each other.

In any case, you'll learn a lot more from experience, so go out there and live your own Pokémon battles!



Keep the fights interesting by detailing the progression of the battle. Describe their actions and their effects, not only the damage points they take.




CrisUchiha
02 - 08 - 2018

Pokémon Contest

Pokémon Trainers usually make Pokémon Battles their main focus and it's all right if you like that kind of crude and violent entertainment, but why would you want to be exchanging blows like a brute when you can follow a lifestyle of luxury and riches thanks to **Pokémon Contests**?

What are Pokémon Contests?

When you talk about **Pokémon Contests**, you talk about the most profitable show business in this world. These major events take many forms, from **Beauty Pageants**, to **Science Fairs**, **Staged Battles**, **Music Festivals**, or most commonly, the All-in-one show for everyone to mesmerize at the talent and grace of Trainers and their Pokémon companions.

They are pretty much like a talent show; You present yourself and your Pokémon before an Audience and the Judges to see if your presentation meets all the required criteria; if it does, you win! Sounds easy, right?
No Damage, Critical Hits, or Fainting standing between you and that awesome First-Place Ribbon. But wait! Just because no one faints at the end of these shows doesn't mean the competition isn't fierce but rather the opposite, top tier Contests are full of highly competitive Trainers.

People fall apart under the spotlight. Criticism is fierce, Judges can be ruthless and even the audience can be a tough nut to crack.
These are not battles of power, you will use all of your social skills to confidently advance the rounds and earn the admiration of your peers and the good graces of the judges.
In a Pokémon Contest you are trying your best to show that you and your Pokémon have the talent, charisma and expertise to give a performance that will astound the world.

Confidence and Stress

To present yourself before an audience you need to be confident enough to handle the stress that comes from having to entertain hundreds if not thousands of people.

Natures give a specific amount of **Confidence Points** (p. 38) **You may think of Confidence as a "Social HP"** that will help you keep your cool under pressure.
Losing Confidece is similar to losing HP, but instead of suffering damage to your body, **you'll suffer stress and emotional damage**. You'll get progressively nervous and anxious, then histerical. Some will crumble under the pressure of being before an audience and if the stress gets too heavy you may completely shut down, explode into tears or go into an angry rampage.
That is what we call a **Breakdown**.

Any Contestant, Trainer or Pokémon, who suffers a Breakdown on stage, will be automatically disqualified.

Confidence	Emotional State	Stress Penalization
Full Confidence	Positive	None. You can do this!
Half Confidence (Rounded down)	Nervous	Allies nearby will lose 1 Confidence Point each Round.
1 remaining Confidence Point	Freaking out	Roll every action twice, keep the lowest roll.
Zero Confidence	Breakdown	All Social Rolls fail automatically.

Stress Penalizations stack on each other and can only be removed through **Trick cards** or by spending time relaxing. Will Points can also help you ignore the ill effects of stress for a short while.

Some Trainers take advantage of the show to bully other Pokémon into losing Confidence using Tricks while others use said Tricks to help their peers to Regain it.

If you or your Pokémon lose confidence you'll need to regain it ASAP since contests are a team effort you'll be in trouble if one of you starts freaking out.

Storyteller Note

Stress Penalizations are usually reserved for Contest situations but they can also come into play in particularly stressful Pokémon Battles at your discretion.

Contest Makeup

Let's go over the parts of the Contest and what do you need to host one.

The Board

Contests are represented by a board. There are contests for all five **Social Attributes** (Tough, Cool, Beauty, Cute and Clever),and mixes of two or more where you'll have to prove true mastery as a Coordinator.

The Contestants

These people contend not for the thrill of battle, but to show the world their performances.
Anyone can be a contestant, from a housewife to the League's Champion. On lower-ranked Contest, you'll find regular people performing simple tricks with their Pokémon; but at higher Ranks, you'll be facing superstars!

Up to 8 contestants might participate each Contest.
Professional contestants are called: Coordinators.

The Judges

Every town has a designated group of Judges for Contests, men and women with good taste.
On the red carpets of high-end Contests you'll find Judges with a fame that rivals that of the Champions.
Secretly, each one has a preference for a certain Social Attribute they can't help but award more hearts to. **You'll have to appeal to them and impress them in order to win.**

The Audience

People watching your performance want to be entertained, they wish to enjoy themselves. Be good to them and they'll be good to you.
If they clap or cheer for you, the judges will be impressed, if they "boo!" you will "boo boo".

Contest Difficulty

There are four Contest difficulties, each one with their own challenges and rewards.

- **Normal Contest** Entry Fee - $1000

Amateurs and hobbysts wanting to have a good time.

- **Super Contest** Entry Fee - $2000

This is where the rising stars begin to shine.

- **Hyper Contest** Entry Fee - $3000

Time to leave the small local scenarios, you are a pro!

- **Master Contest** Entry Fee - $5000

This is it, fame, riches and high-end life are yours if you have what it takes.

Choose the difficulty you'll be participating in.
Each Difficulty requires you to score a minimum number of successes in your performance in order to carter the level of expectations of the Public and the Judges.

Difficulty	Required Successes
Normal	1
Super	2
Hyper	3
Master	4

If you score the required successes, you get to draw a **Reaction Card**, more successes can make you draw more cards and ignore bad reactions!
But you fail to meet the minimum of Successes Required the public will start booing at you.

The Decks

To run a Contest, you'll need to read the rules carefully and play with some cards. There are 3 Decks in the game:

Reactions Deck

The Public will react to your Performance. If you score the minimum required successes for the difficulty you are participating you can draw a card from this Deck.

These are the types of reactions they can have:

Booing
This is not a card, but if you fail to score the required successes, the public will get angry.
You will draw 2 Mishap Cards and lose 2 Hearts.

Bored Yawns
The Public is bored, some are even leaving.
You'll lose 2 Hearts.

Silence
You can hear crickets and someone coughing.
You lose 1 Heart.

Smiles
They are amused...but maybe they are expecting more?
No effect.

Clapping
A round of applause, they are having a good time!
You win 1 Heart.

Loud Cheering
They loved the performance, some rise from their seats to cheer at you!
You win 2 Hearts.

Sheer Awe
A few seconds of silence and then the audience erupts in a roar of cheering, clapping, whistling and tears of excitement.
You Win 2 Hearts and Get 2 Extra Confidence points.

Mishaps

If you Perform poorly or if are having bad luck during the contest you will have to draw a card from this Deck.
Mishaps are everything that could ruin your performance from technical problems, forgetting your routine or even angry member of the public throwing things at you.

Tricks

There are 5 types of Tricks, one for each Social Attribute.

Tough Tricks
Intimidation tactics to make others lose their Confidence.

Cool Tricks
Friendly acts meant for keeping your Confidence up.

Beauty Tricks
Tricks meant to make you stand out from the crowd.

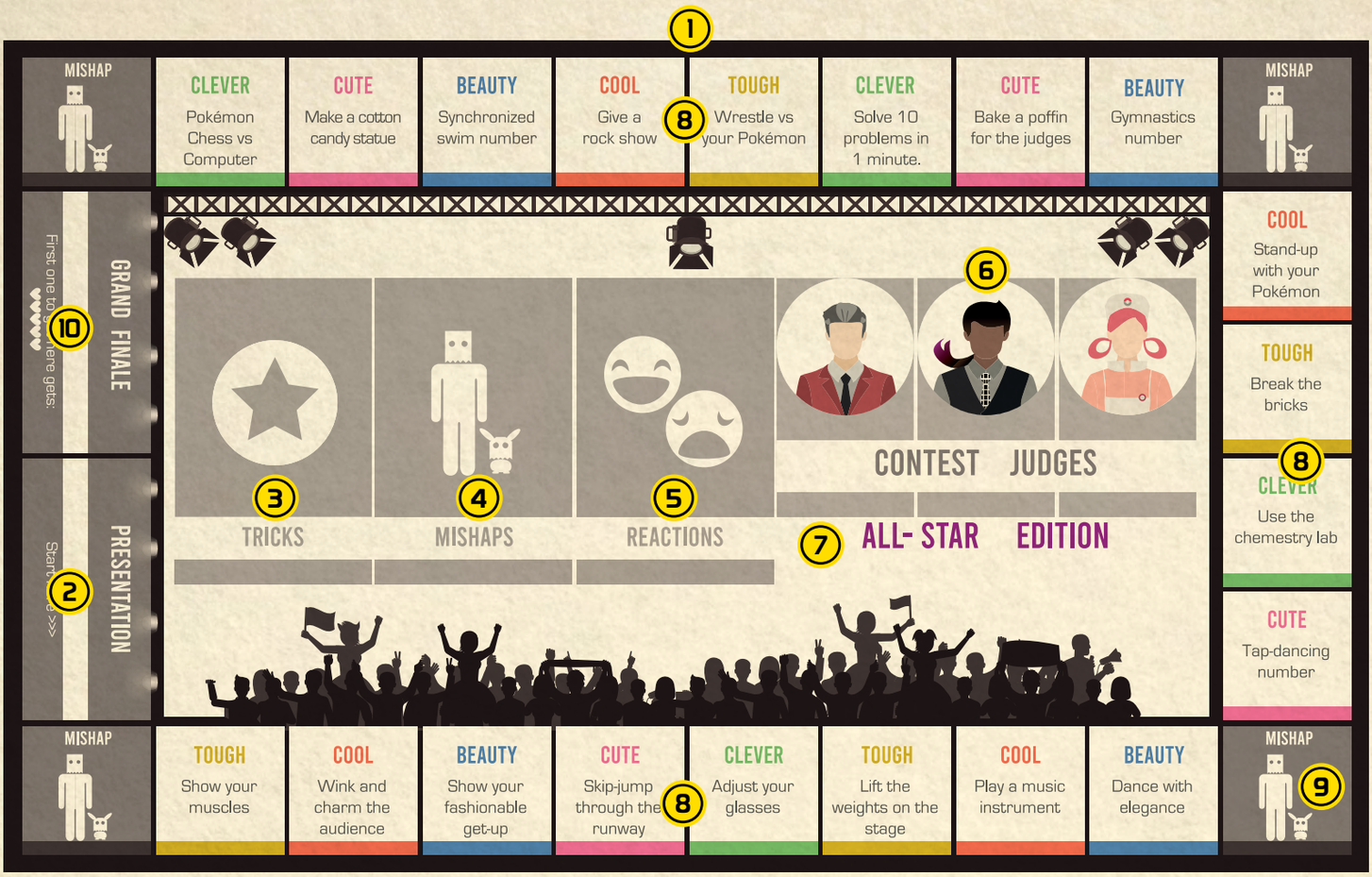
Cute Tricks
Adorable antics that can become increasingly annoying.

Clever Tricks
Mental prowess that will let you anticipate to other's.

Use the one that fits your strategy and feel free to create your own.

Contest Board

How to Play on a Contest Board



CONTEST BOARD

1. Entire Board, you may create your own.
2. Presentation Stage, Contestants start here.
3. Tricks Deck. Use a Trick card on your turn.
4. Mishaps Deck. Draw one if you had bad luck on the board or a failed performance.
5. Reactions Deck. Draw cards according to how well you did in your Performance. More successes will allow you to ignore negative reactions.
6. Contest Judges. Storyteller gives them an unrevealed preference for a Social Attribute that awards 1 Extra Heart if they are appealed to.
7. Contest Edition. Changes for each type of contest.
8. Performance Runway. The main events of the Contest.
9. Mishap Spaces. Draw a Mishap Card if you land here.
10. Grand Finale Stage. One last performace, This one is up to you.

Pokémon Contests are a Mini-Board Game.

The Game's Objetive:

Reach the END GOAL without breaking down, while gaining as many Hearts as possible from the Judges.

Tips for the aspiring Coordinator

1. Be prepared to roleplay your performances, as the board will only give you a brief idea of what you must do before the audience.

2. Save money. Contests are not an everyday event but they are an expensive one at that. Between entry fees, costumes and accesories, be sure to carry extra cash!

3. Just like Pokémon battles, Contests can be a real challenge, don't be disheartened if you lose because that's part of growth in the Pokémon world.

4. Same as Pokémon battles, you will need to train and raise Pokémon that stand out and thrive with the attention. Shy Pokémon won't fare well in contests!

Steps of the Show

Presentation Stage

During this stage, Contestants are parading in their costumes and making their introductions to decide who will go first.**Each Contestant rolls their highest Social attribute (related to the Contest) to decide the order in which the participants will advance through the runway. Each Contestant will draw 2 Trick Cards.**

Performance Runway

These are the main events of the Contest.
Once Presentation is done, each contestant will **roll 1 die to advance the spaces** through the runway.
Each space has a request from the judges for you and your Pokémon to perform, you must declare the judge you'll appeal to and describe and roleplay your act.

Roll your performance with:
Social Attribute + Perform

Depending on how many successes you get, Draw one or more Reaction cards. Your storyteller must narrate the reactions of the public and the judges.

Tricks up your sleeve!

On your turn, you must use a **Trick card** from your hand, **this must be done before your performance roll**, but if the **Social Attribute from your Trick card, matches the one on the space you landed** you will gain:

1 Extra Heart on your Performance.

After you use a Trick Card, shuffle it back in the deck and draw another one.

Grand Finale Stage

Last chance to impress the Judges and use any Trick you might've been saving.

The first player to get here gains:
5 Extra Hearts

In here you will give one **last performance**, and this one is up to you, it's your final act so make sure it's something extraordinary!

You may award some Bonus dice for creativity and good role-playing on the Player's performances.

Storyteller Note

Winning the Game

Once everyone reaches the End Goal, **whoever got the highest Heart Count will win**. (In case of a tie, the winner will be that who reached the end first).
The 1st, 2nd & 3rd Places will be declared by the judges and presented in a ceremony award.

Praises and Prizes!

These are the moments you live for!
Everyone is happy, clapping and cheering for you, someone gives you a rose bouquet and puts a crown in your head and a beautiful ribbon on your Pokémon, the people love you! They really do!

Everytime you win a Contest, you'll earn a cash prize and may gain a **Coordinator Rank**.
You can increase your Coordinator Rank by winning more Contests and Ribbons. **These Ranks will allow you to have Notoriety Skills only available to Contest Winners!**

1st Place	2nd Place	3rd Place
$6000	$4000	$2000
$12000	$6000	$3000
$18000	$8000	$6000
$30,000	$15000	$10000

Coordinator Ranks

We mentioned before that Rank is a representation of time and effort put into a particular lifestyle, There are Ranks for activities besides Pokémon Training, these Ranks will add benefits to your Character.

If you dedicate yourself to winning Contests you will be able to gain Coordinator Ranks, these **do not replace your Pokémon Trainer Rank** but add to it.
Think about it as a specialization to being a Pokémon Trainer.

Coordinators have their own types of skills that benefit them greatly in social situations. Some of them can even grant them a life of luxury that many Trainers can only dream of!
There are four Coordinator Ranks:

Coordinator Rank

You've managed to impress the Judges and you have finally won your first ribbon.

What Achievements do I need to get this Rank?
- Be among the first 3 places in a Normal Contest

Benefits:
- 2 Points to distribute on a Notoriety Skill with Limit 1.
- You can now participate in Super Contests.

Super Coordinator Rank

You have passed the first filter among the do's and the don'ts, show that Ribbon with pride.

What Achievements do I need to get this Rank?

- Be among the first 3 places in a Super Contest
- At least 3 of your Pokémon must have a Normal Contest Ribbon.

Benefits:

- 1 Extra Point to distribute on Notoriety Skills with Limit 2.
- You can now participate in Hyper Contests.

Hyper Coordinator Rank

Walk with confidence, everyone wants to be like you.

What Achievements do I need to get this Rank?

- Be among the first 3 places in a Hyper Contest
- At least 3 of your Pokémon must have a Super Contest Ribbon.

Benefits:

- 2 Extra Points to distribute on Notoriety Skills with Limit 4.
- You can now participate in Master Contests.

Master Coordinator Rank

You are now part of the VIP group, your social skills and status are beyond the reach of most.

What Achievements do I need to get this Rank?

- Be among the first 3 places in a Master Contest
- At least 3 of Pokémon must have an Hyper Contest ribbon.

Benefits:

- 5 Extra Points to distribute on Notoriety Skills with Limit 5.

Notoriety Skills

These Skills are fundamental to any Coordinator.
They represent your Character's status, wealth and conections in society. For this reason, **they cannot be raised with Trainer Rank Points**, only through **Coordinator Ranks** they may be increased, but they share the same scale of improvement.

●	1 Point is Low
●●	2 Points is Average
●●●	3 Points is Good
●●●●	4 Points is Excellent
●●●●●	5 Points is Superior

Notoriety Skills are not Re-trainable
Choose them wisely.

Fame

People that know who you are, what you do and are always paying attention to your next move. Whatever you say will be treated as truth, and copied by others. More fame means more people know about you!
Use this to gain trust, access to places, and favors to basically get things for free.
Everyday you must sign a few autographs and deal with the papparazi, make sure they only see your good side!

●○○○○	You have a few hundred followers on social media.
●●○○○	The media calls you "Influencer" (whatever that means...)
●●●○○	You are a local celebrity on your hometown or a city of your chosing.
●●●●○	Everyone in the region has seen your picture and knows about you.
●●●●●	Worldwide fame, everywhere you go people know everything of you.

Supporters

People to back you up, you can convince groups of people to do things for you. The more you develop this skill the further lengths they'll go for you.
Whenever you get a point in this Notoriety Skill describe your supporter's profile, their likes/dislikes goals and ideals.
Everyday you must thank your supporters and make them feel special or you will be seen as an opportunist.

●○○○○	They will agree with things you say but won't do more.
●●○○○	They'll take action if they believe you have a good cause.
●●●○○	They'll do as you ask as long as they don't get in trouble for it.
●●●●○	Whatever you ask for, they feel is their responsability to help you get it.
●●●●●	You don't even need to ask, they will act on their own for you.

Connections

You are friends with people in high places, this can get you information and knowledge not available to the general public. Use this to get advice, clues, jobs or data from the area of expertise of your connections.
Each time you get a point on this Notoriety Skill describe the kind of connections you've got.
Everyday you must make phone calls or work related to the field of your choice.

●○○○○	You are acquaitances one person on the field of your choice.
●●○○○	You are friends with a respected person on the field of your choice.
●●●○○	You are a respected person on the field of your choice.
●●●●○	You can choose one more field to be respected in.
●●●●●	You can choose one more field to be respected in.

Sponsors

What good is being known and respected if you can't make a profit? If you don't mind carrying a few logos on your clothing or making ads for products you have never used, you will receive a bi-weekly income from your sponsors! Each time you get a point on this Notoriety Skill describe the kind of sponsors you've got. Everyday you must do something to promote their brands or risk losing sponsors!

●○○○○	A small brand offers you an income of $50 for wearing their logo.
●●○○○	You get a contract to wear more brands logos for $200
●●●○○	Companies pay you $800 to say their products are good.
●●●●○	You appear on TV commercials of a certain brand for $5000
●●●●●	You are the face of a world-recognized brand for $20,000

Catching Pokémon

There is a significant difference between human-raised Pokémon and wild ones. Most Pokémon you find in towns and cities are the descendants of wild Pokémon that were domesticated by trainers generations ago.
They have been bred and taught to be friendly, loyal, and obedient; They'll adapt to their owner's Rank and depend on their Trainer to get stronger.

But Pokémon that live in the wild can be either Pokémon turned feral after being abandoned or Pokémon that have lived with no human contact all their lives, this has made them grow their Rank through sheer prowess and survival instinct.

Whatever the case, both kinds of wild Pokémon are distrustful of humans and even jealous of their Pokémon companions. Some will flee in fear, others will get aggressive and do everything to protect themselves from what they see as a threat to their survival.

Wild Pokémon have honed skills of survival that human-raised Pokémon do not have. Also, there are species that have not been tamed nor domesticated due to their formidable strength. Catching one of these specimens would give you an advantage over the other trainers; And they can teach you as much about teamwork, nature and following your instincts as you can teach them about the human world.

Habitats

The world of Pokémon is big, if not bigger than ours. There are places where certain kinds of Pokémon are drawn to, and there are Pokémon that can only be found in certain parts of the globe.

Experienced Trainers don't go around the world throwing Pokéballs at everything that moves. They study the habitats of the Pokémon and seek for a specimen that seems good-natured or try to gain the trust and respect of a Pokémon that seems especially wary.

Some Pokémon are so rare that people don't know if they are real or legends.
To find them, trainers have to venture into uncharted areas.

Storyteller Note

Special Pokémon

Around the world, there are Pokémon that do not fit their species stereotypes. While every Pokémon is unique, these Pokémon have special qualities to them that can make them literally one in a million.
Traits like a different color pattern, a bigger size and even moves or abilities that defy their nature.

Shiny Pokémon, Alternate Forms & Regional Variants.

Some Pokémon have a different coloration in their fur, hide, feathers or scales. This change can be aesthetic or it can i**nvolve a change in Typing, Attribute Limits, Moves and/or Abilities.**

Shiny Pokémon are distinguished by the sparkles they leave behind as if they were coated in a glittery dust. Their exotic look makes them highly appreciated in beauty contests and people will pay incredibly high amounts of money to get their hands on one, **their appearance does not affect their Type or Attributes**.

Alternate Forms refer to Pokémon of the same species that somehow look different from each other although with some resemblance still. **They can have different Types, Attributes and Abilities.**
Some Pokémon may even change forms at will.

Regional Variants are Alternate forms of Pokémon that can only be found in certain regions, they are the result of introducing foreign Pokémon into an established habitat, over the generations the Pokémon have to adapt to this new environment, this can make them **change their type, abilities, move set and even make evolve into something their regular counterparts cannot**.

Overgrown Pokémon

Most Pokémon have a standard size and weight, but there are reported cases of Pokémon that could be considered giants within their own species. **Overgrown Pokémon are usually around 30% to 60% bigger than their regular-sized counterparts** but they are very rare to find. Their main characteristic is that their size and weight keep proportion.



Many trainers have overfed their Pokémon with the hopes of making them bigger, only to end up making them fatter. An overgrown Pokémon is born that way. Even if at birth it has a normal size, it will keep growing until it reaches maturity.
Overgrown Pokémon have a higher Base HP than their regular-sized counterparts.

Increase their Base HP by 1

Hidden Moves and Abilities

There are records in this world's history that depict certain Pokémon using powers and Abilities different from those normally seen on them.
Only a few proficient trainers like Gym Leaders and Elites are known for owning at least one of this Special Pokémon. However, it is unknown if they captured their Pokémon with those rare abilities or somehow they worked with them to attain them.

Storyteller's discretion should be applied for Pokémon to have Moves and/or Abilities it wouldn't normally have.

Using Pokéballs

If you want to catch a Wild Pokémon, you are gonna need Pokéballs. You can buy them at any Pokémart.
Greatballs and Ultraballs can be more expensive than a regular Pokéball, but in the end, they can save you money by not breaking apart when you need to capture a powerful Pokémon.

When you capture a Pokémon within a Pokéball, the chip will be branded with your Trainer's ID. That way other Trainer's Pokéballs won't be able to trap your Pokémon to steal it.
Pokéballs can't carry Humans, rooted objects like trees or mountain boulders, machinery that contains a lot of small pieces such as motor vehicles and electronics.

Big objects like tents, bicycles, and potions in bulk are sold with their own Pokéball for easy storage. Once a Pokéball is used to carry something inside it gets coded into it and cannot carry anything else. Just like with Pokémon, the item it carries will have your ID number and can be retrieved back to you through a computer in case you lose them or want to store them.

Catch Roll

The main use of Pokéballs is catching Pokémon, they all have a seal you need to roll for the catch to be a success:

Item	Seal Potency
Pokéball	4 dice
Greatball	6 dice
Ultraball	8 dice

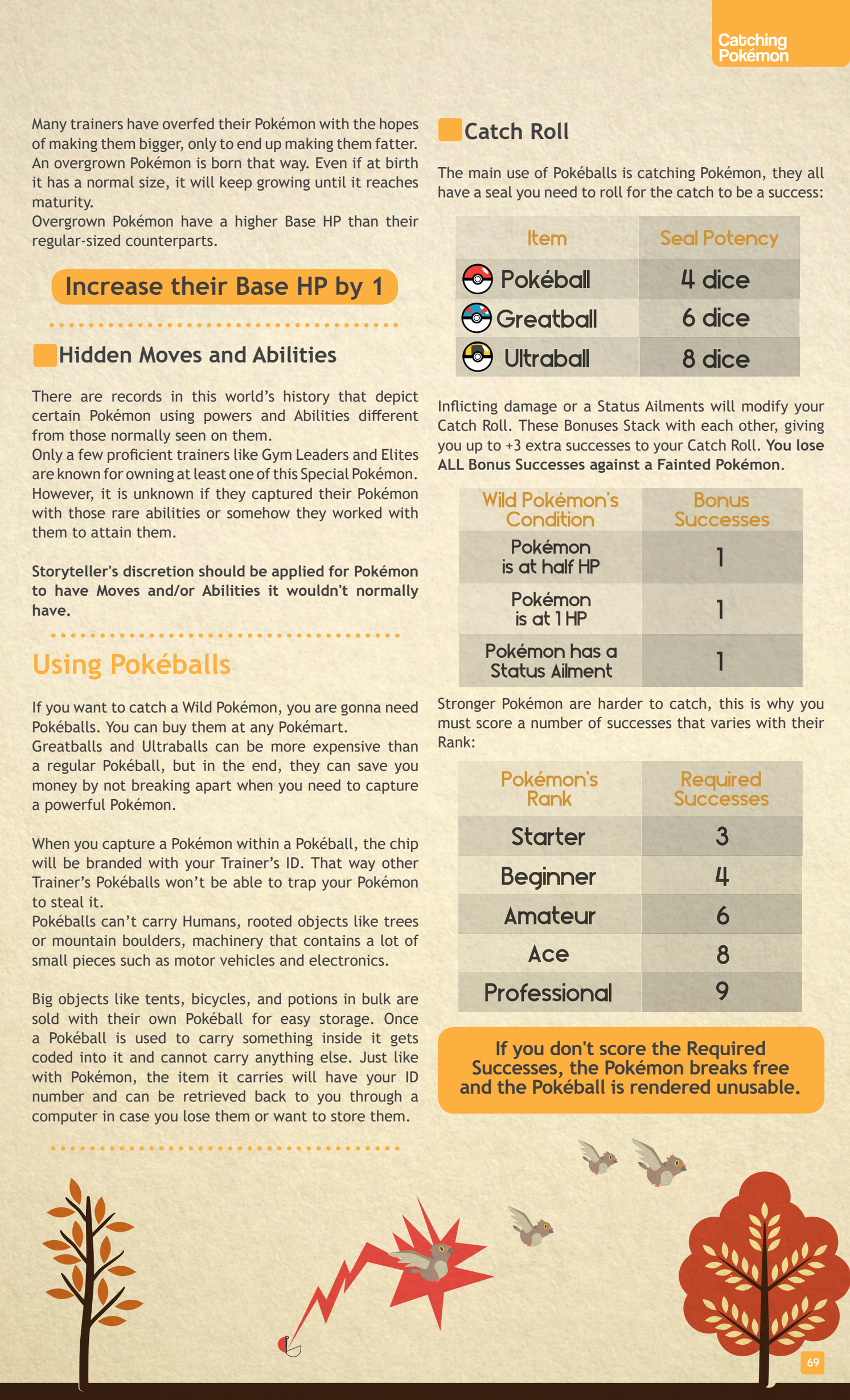
Inflicting damage or a Status Ailments will modify your Catch Roll. These Bonuses Stack with each other, giving you up to +3 extra successes to your Catch Roll. **You lose ALL Bonus Successes against a Fainted Pokémon.**

Wild Pokémon's Condition	Bonus Successes
Pokémon is at half HP	1
Pokémon is at 1 HP	1
Pokémon has a Status Ailment	1

Stronger Pokémon are harder to catch, this is why you must score a number of successes that varies with their Rank:

Pokémon's Rank	Required Successes
Starter	3
Beginner	4
Amateur	6
Ace	8
Professional	9

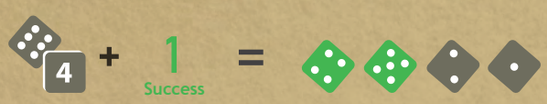
If you don't score the Required Successes, the Pokémon breaks free and the Pokéball is rendered unusable.



Leslie found a wild **Clefairy***!*

After a fierce battle, she damaged **Clefairy** *down to half its maximum HP. It is time to use a Pokéball!*

She throws the Pokéball and rolls:



Pokéball's Dicepool | Clefairy's at Half HP | Catch Roll

Leslie scored 3 success. Since this Clefairy's Ranking is at Starter. That means...

Leslie caught a wild Clefairy!

Inflicting damage on a Pokémon will reduce its Happiness and Loyalty; don't expect a Pokémon you just beat into a pulp to be a happy and compliant partner.
Other Pokémon take pride in proving themselves and handle their defeat against you gracefully.

You may also try and convince a Pokémon to come into adventures with you, no harm in trying.
A friendly approach may win you their loyalty, although some Pokémon are picky as to whom they allow to train them.

Pokémon with a higher Rank than a Trainer won't obey commands and cannot be a part of Training Sessions.

If they were caught forcefully, they may even try to escape!

If a recently captured Pokémon dislikes you, try to be understanding and compensate for it.

Building a relationship with your Pokémon is one of the main aspects for this game.

Special Pokéballs

Decades ago, to obtain a Pokéball you had to search for a special kind of fruit called Apricorn and craft the item yourself. It was a long and arduous process that took several days. Back then, you REALLY had to work hard to catch a Pokémon.
Nowdays the Pokéball industry is constantly innovating and offering a variety of products for the diligent Trainer. These Pokéballs have special effects on the Pokémon you catch with them or offer specialization when catching Pokémon that meet certain criteria.

They are limited editions and are usually not found on sale, but when they are, they are not cheap.



Premier Ball

These are a sign of status, other trainers might respect you more if you use them.



Luxury Ball

Money CAN buy Pokémon happiness; the trait will improve if you catch them with this ball.



Cherish Ball

This Ball is only handed to those who have ties or work directly in the League.



UB-Ball

A ball specially designed by the Aether foundation for their UB-Project.



Dynamax- Ball

Galar scientist's pride, this virtual pokeball can create giant holograms that feel real.



Master Ball

Silph co. star project, rumor has it that it's capable of catching ANY Pokémon without fail.

There's is a large variety of Pokéballs, finding all of them and their effects is one of the aspects of Pokémon catching.
If you manage to learn how to craft your own Pokéballs you'll gain an edge over other Trainers and save lots of money.



Other ways to obtain Pokémon

Buying Pokémon

Pokémon Breeding is a respected profession where people dedicate their lives to raise and nurture Pokémon that aid humans in their activities.
Many of these professionally bred Pokémon can be bought, ensuring certain traits such as a non-aggressive nature, a good disposition for work, and even special moves.

Buying Pokémon is a luxury, though. Their cost range from tens of thousands to even millions of pokédollars.
Especially if the bred Pokémon is rare to find in the wild or hard to tame.
You can also find common Pokémon for sale for a few hundred pokédollars in less reputable places, but it is up to you to trust this kind of establishments.

Adopting Pokémon

All around the world, there are abandoned Pokémon. Most of the time they are abandoned for being weak, rebellious or afraid of battles.
Whatever the case these Pokémon need to be to taken care of.
Some shelters located outside the cities look after them until another trainer wants to adopt them.
Abandoned Pokémon have their own story to tell and many are wary of humans.
If you give them respect and good care they may become your most loyal companions.
Adopting is free for all registered trainers.
If you see a shelter, take a look inside, perhaps you'll find the Pokémon you were looking for.

Adopting a Pokémon is a good way to start your Adventure. However, many times they do not have the best attitude or an easy Nature.

Storyteller Note

Trading Pokémon

Sometimes a Pokémon was not what you were expecting. Maybe you have too many Pokémon of the same species or maybe you want to get rid of a bad pet.

Instead of abandoning them, why don't you trade them? There are lots of trainers traveling from one city to another looking for a new Pokémon.

If you find someone willing to trade you one Pokémon in exchange for another, head to the nearest Pokémon center, put your pokéballs on the machine and wait for the process to complete.

The chip on your Pokémon will still name you as their original trainer but they will be now on the property of another trainer.

Be careful as Pokémon you trade will take more time to adjust to their new trainer. Whenever you trade a Pokémon it will lose 1 point of Happiness and Loyalty, even if it is your original Pokémon you're getting back.

Releasing Pokémon

There are times when there is no other option, your Pokémon is not happy living with humans or you find that your time together has come to an end.

You can simply let your Pokémon out of its Pokéball on its new home and leave it there, within a few weeks of not being recalled and not being close to its Pokéball the chip on your Pokémon will deactivate and another trainer will be able to catch it. Another way is going to a computer and manually deactivate the chip and ID of your Pokémon, then allow the machine to transport and release it on a secure location.
It is always sad to see a companion go, and abandoning a Pokémon for shallow reasons is frowned upon in the Pokémon League community.

Pokémon are sensitive creatures and abandonment takes a toll on their emotions and ability to trust humans.
Be a responsible Trainer and don't capture Pokémon you don't intend to take care properly.
Make sure you only release a Pokémon that wants to be released.



Training Pokémon

Training Sessions

Pokémon training is probably the most fundamental aspect of becoming stronger.

A training session usually takes 2 hours of your day within the game. During this time you work with your Pokémon, you try to understand their ways, their motives, their strengths and weaknesses. Before attempting to teach them something new, you have to bond with them, especially if they are newly caught. This way you can raise their Loyalty and Happiness.

Once everything is said and done, present your Pokémon with simple and entertaining physical and mental activities like games, puzzles, item gathering, weight lifting, etc. You can get as creative as you want, just remember that some Pokémon may require special attention.

Training a Pokémon requires patience and lots of work. You will need to get better in your own skills if you want to be a better Pokémon Trainer.

You may teach a Pokémon by using your different skills.

Once you are ready, you can choose how to strengthen your Pokémon.

*Tom has been working with his team, a Jigglypuff, a Lillipup and newly caught **Oddish** and wants to increase their speed, so he's staring a routine where all his Pokémon run laps.*

Weeks later, Oddish has evolved and in preparation for it to evolve again it will need lots of sunlight and nourishment, Tom knows about gardening and goes to a store to buy some fertilizer to treat Gloom with it.

There are many ways to Train a Pokémon, it just needs a little bit of imagination!



Rank Up

The most essential job of a Trainer is to raise powerful and happy Pokémon. Your Starter will be the same Rank as you when you start the game, but once you increase your Rank, you will have to Rank-Up all Pokémon you have. Some wild Pokémon might seem weak but with you as a Trainer they will become champion material in no time!
Depending on the technique used to train a Pokémon,

Roll an Attribute/Social Attribute + Lore
after a Training Session.

Once you score the required successes, the Pokémon Rank is raised by one level (ex. from Beginner to Amateur).

Rank	Required Successes
to Beginner	3
to Amateur	6
to Ace	12
to Pro	24
to Master	36
to Champion	48

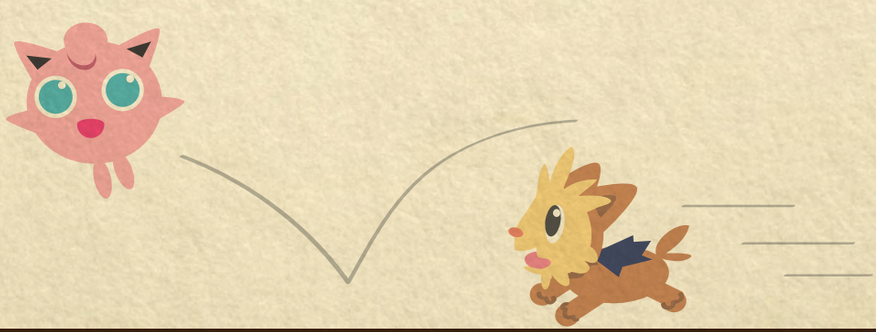
You cannot raise a Pokémon's Rank beyond your own, and Training Rolls are done only once per day.
To fully Rank Up a Pokémon, you need several days.

Retrain

Most Trainers won't get it right on the first try. Considering there are hundreds of different species, whatever works for a Pokémon might not work for another, so, it is possible for a Trainer to rethink their strategy and retrain a companion. Doing so it's a lot easier than Ranking Up a newly caught Pokémon.
You may use the Training Session to Retrain instead of Ranking Up. If so, simply:

Roll an Attribute/Social Attribute + Lore
after a Training Session.

Once you score 3 Successes, you get several benefits:



- Redistribute all Attributes and Social Attributes awarded by Rank.
- Redistribute all Skill Points awarded by Rank. Assign all Skill Points from a Rank, before assigning all Skill Points from the next Rank.
- Pokémon may forget Moves and learn new Moves from available Ranks. Forgotten Moves exclusive to previous Evolutions are lost forever.

Remember, Training Rolls are done only once per day.

Training a Disobedient Pokémon

You cannot train a Pokémon of higher Rank than your own. Perhaps the disobedient Pokémon simply wants to do things its own way or maybe it's is not paying attention deliberately. For whatever reason, you haven't earned its respect.

*Christine is just a **Beginner** but has two Pokémon on her team, her starter Pidgey, and a **recently caught Persian**.*
They are gathered for a group Training Session.
The trio begins by playing Dodgeball. But during today's game only Pidgey followed Christine's commands. When Christine threw the ball, Persian quickly crushed it with its fangs and went away to sleep under a tree.

*This **Persian's Rank is Amateur**. This means Christine's skill is simply not enough to **handle this Pokémon**.*

Persian won't be obeying orders anytime soon.

Evolve your Pokémon

Evolving a Pokémon is hard work, it requires hours and hours of Training or years of struggle, but when it finally happens, your companions will get a lot stronger.

The amount of training required to Evolve a Pokémon varies from species to species. Bug-Type Pokémon tend to Evolve quickly, while Dragon Pokémon take ages.

Pokémon may evolve for several reasons, some Evolve to survive in a hostile environment, others Evolve thanks to age and experience, others change when subjected to materials or energies. See a Pokémon's Entry for details.

Evolve through Battle Experience

Most Pokémon evolve after battling quite a lot. If you're interested on getting your companions to their Final Form, pay attention to their Battles and their ability to win.

Once a Pokémon has met the required number of Victories, it will begin its transformation.

Each species evolves at different rates, described as **Evolution Time**. Follow this simple chart:

Evolution Time	Required Victories
Fast	5
Medium	15
Slow	45

Newly caught Pokémon may already have some Victories under their belt.

When a Pokémon Evolves, use their New Pokédex Entry as a Template and distribute all bonuses from Rank just as you would when Retraining.

Overranking

When a Pokémon is ready to Evolve, you may choose to stop the Evolution by making it snap out of the trance. If you do, a Pokémon retains some of the power it tapped from the process.

The Pokémon gains access to 1 Move from a Rank higher than its own! This means an Amateur Ranked Pokémon may have 1 Move from Ace Rank.

There is a problem, though, a Pokémon resets the Victory count to zero, so, if it wants to Evolve, it must start all over again. Also, **a Pokémon may not have more than one Overranked Move at a time**.

Final Forms may benefit from Overranking too, once they achieve 20 Victories, they get access to one and only one Move from a Higher Rank.



The Limits of a Pokémon

Pokémon bodies are quite different to human bodies, therefore, they have different capabilities too. Some can be stronger, faster, or sturdier. To reach the full capacity of development on the body is what we call: **Limits.**

A human has a Limit of 5 points in all attributes, that means that when you reach 5 points, you have developed the attribute maximum for a human.

The Pokémon's Limits are different for each species and tend to increase with evolution.

Even if a Pokémon's Limit may not seem very high, remember that all Pokémon posses an attribute that no human has: **Special**. This, alongside the moves they can learn is what allows them to do incredible feats that humans will never be able to.

If we compare the difference of Limits in Strength of a human and a **Tyrogue**, *we would have:*

Human's Strength ●●○○○

Tyrogue's Strength ●○○

This means that even if **Tyrogue** *reached its full Limit in Strength, it would not be stronger than a very fit human with 4 or more points in that attribute.*

But if that same **Tyrogue** *evolves into a* **Hitmonlee**, *the Strength limit compared to a human would be:*

Human's Strength ●●○○○

Hitmonlee's Strength ●●●○○○○

Tyrogue's Evolution obtains a potential that not even the strongest human could ever match.

Teaching New Moves, Forgetting old ones.

Pokémon are able to learn incredibly good Moves, train hard and show them the real arsenal at their disposal.

When you Retrain a **Pokémon it is able able to forget a Move they already know to try out something new. When your Pokémon forgets a Move you may pick a new Move from your Rank or lower**.
However, if your Pokémon forgets a Move exclusive to its previous Evolution, it will NOT be able to get it back.

Remember that your Pokémon has a limit of Moves it can learn equal to: **Insight + 2**

Move Tutors

Some people are even capable of teaching moves that are not usually known by some species. **They are called Move Tutors.**
These amazing trainers are retired fighters, mystic people or great elders from far away lands. Their secrets are kept away from strangers, but sometimes they take Pokémon as pupils to teach them their ancient techniques.
Should you meet one of them, show respect and maybe they'll teach you in exchange for a favor.

Day-Care Centers

There are establishments that give care and training to Pokémon when their owners are too busy or simply do not have the skills necessary to raise a Pokémon. Think about them as obedience schools for pets in the real world.

They'll raise and discipline your Pokémon, charging you for every day it stays in their facilities. In the Day-Care, your Pokémon will be fed, bathed, socialized and educated. When you get it back, **the number of Required Victories to Evolve may be reduced at the Storyteller's discretion.**
Remember that a well-behaved Pokémon is not always equal to a happy or loyal Pokémon.




RESHIRYS

Items for the Journey

Trainer's Basics

Traveling alone through the wild can be pretty tough. Your Pokémon companions will keep you safe, but they won't make it more comfortable. Most of the time you will be sleeping on top of rocks and going hundreds of kilometers on foot.

Serious trainers need to carry items to help them reach their goals while diminishing the inconveniences that may arise on the journey.

Every Trainer should have these Items at all times:

Money

You'll need money to buy goods. **A Trainer that's just starting, normally has $1500 to spend**. You can earn more *PokéDollars* by winning battles against other trainers, or you may lose them if you are defeated!
You may also get a small job to get more money. Try to find one that employs humans and Pokémon so your companions help you out too. This way, you get some extra income and lend a hand to people in need.

Food

Food for you and your Pokémon. There are Trainers that let their Pokémon roam free to find themselves something to eat, but it is safer to feed them yourself. Some Pokémon might look like a very tasty treat in the eyes of a hungry, wild Pokémon.

Pokémon Items

Your Pokémon will protect you from danger but you are responsible for their safety. You should at least have some healing items to nurse them back to health and Pokéballs to carry them safely.

Camping gear

Shelter is hard to find in the wild. Nasty creatures tend to inhabit caves and refuges, so you better bring a tent, a sleeping bag or at least some tools for everyday use unless you want to sleep in the floor of a cave full of Zubat filth.

Transport

Distances between one town to another might be quite long. Trainers try to travel as fast as possible and while the most rich people will travel on an automobile or a motorcycle, most people prefer to ride a bicycle to travel a little faster without investing in fuel. Other trainers may be seen riding their Pokémon wherever they go. But if you don't have the means to get any of that, then you better get some comfy shoes and start walking.

Trainer Gear

Camping can be fun when you have the tools you need to be comfortable. These are some examples of what you can bring with you on your journey. Each heavy or big item you buy comes within its own Pokéball to ease the weight and store it back quickly.

ITEM	PRICE
Big Camping Tent	**$2,500.00**
A spacious tent for your group to stay a cozy night. Sprayed with Wild Pokémon repellent substances.	
Small Camping Tent	**$800.00**
A comfortable space for 1 person, or 2 if you don't mind squeezing.	
Sleeping Bag	**$500.00**
Not too comfortable. You'll be able to sleep warm and dry but after a few nights your back may hurt.	
Camping Stove & Cookware	**$2,000.00**
Forget about hunting and eating roots like a savage. With this luxury set you'll always have a warm meal.	
Canned Meal	**$15.00**
It's nothing fancy but there's no need to travel on an empty stomach. One can is enough for one day.	
Regional Map	**$50.00**
A map with the marked routes, cities and Pokémon Centers of the region you are in.	
Compass	**$100.00**
A useful compass to point you in the right direction. Warning: Keep away from magnets.	
Pokédex	**$5,000.00**
A digital encyclopedia with basic information about regional Pokémon. You may add your own research.	
Pokédex Upgrade	**$2,500.00**
Upgrade your Pokédex with the information of the Pokémon on a new region.	

Storyteller Note

Cities and towns in the world of Pokémon are just like ours. There are stores for goods and services. Your players can buy items for the right price.

Just remember to emphasize the use of their Pokémon moves and abilities to solve the challenges they face.
That is, instead of buying a rope why not have Bulbasaur use its vines instead?

Items for Traveling

As Mentioned before, distances can be quite long in the world of Pokémon, not only you'll need to travel on the road, you'll need to go trough forests, mountains, snow peaks, deserts, seas and even fly through the sky. You can travel the world with just your feet and some sturdy shoes, but having something else to transport you wouldn't be a bad idea.

ITEM	PRICE
Mountain Bike	**$1,500.00**
You will travel twice as fast with this awesome all-terrain. Now at an insane price!	
Inflatable Boat	**$1,000.00**
A small boat for a single person. Your Pokémon may pull you through the water or you can use the rows.	
Fishing Rod	**$300.00**
A fishing rod to catch Pokémon living underwater. Somedays they just won't bite, though.	
Saddle	**$500.00**
Strap this on and you'll never worry about falling from your Pokémon again.	
Sled	**$400.00**
Your Pokémon can pull you around through snow, sand or any smooth surface. It's super fun!	

If you don't wanna venture trough the wilderness you can stay on the marked routes, or even take a bus to the next city; just remember that wild Pokémon and new experiences for you and your companions are out there. If you are lucky you might even catch a rare Pokémon or find some treasure deep in the caves.

Protection Items

While you might want to find and catch new Pokémon, sometimes your team will be too weary to defend you properly, or maybe some dangerous monsters are in the area, whatever the case it's always better to be on the safe side.

ITEM	PRICE
Pokédolls	**$1,000.00**
Life-size decoy used to escape wild Pokémon. Some people like to collect them.	
Pokémon Repel	**$350.00**
Most Pokémon won't come near to you for a whole day. The smell is now machine-washable.	
Pepper Spray Can	**$50.00**
Scares away small Pokémon, but it may enrage the bigger ones. Good for 5 uses.	

Be sure to know when to run away from a battle in the wild, most Pokémon won't chase you outside their territory, but if you are feeling bold you'd better have some of these items or a good team to defend you from harm, it is not wise to keep fighting until all your Pokémon faint and you get in the direct way of danger.

Healing Items

There's a grand compendium of items in this world. The most basic can be found in a Pokémart, others may be found in the wild if you know how and where to look. You'll need to carry them at all times if your want a safer journey.

Potions

They usually come in Spray presentation, they are a mix of pain killer with some other ingredients that heal injuries almost instantly. **Each point of Damage you heal using a potion will take one unit out of the bottle. To heal a point of Lethal Damage will take two units.**

If a Pokémon has fainted, you can use potions on it to stabilize its wounds **but it won't recover consciousness.**

Potions that come in capsule form are single use and they are so concentrated that will take at least 24 hours to get the formula out of the system for any other potion to take effect on the body again.

ITEM	PRICE
Potion	**$400.00**
A pocket sized spray potion to relieve the pain and heal bruises.	**2 UNITS**
Super Potion	**$700.00**
A regular can of concentrated formula spray. This potion can close open wounds and even heal a cracked bone.	**4 UNITS**
Hyper Potion	**$1,200.00**
Best value pack. It can be rationed for smaller injuries on the team, or used all at once on a serious wound.	**14 UNITS**
Max Potion	**$1,700.00**
A single-use capsule of formula. The Pokémon won't be able to restore health further until the next day.	**RECOVER FULL HP**
Full Restore	**$2,000.00**
A single-use capsule of deluxe formula. The Pokémon won't be able to restore health further until the next day.	**RECOVER FULL HP & HEAL STATUS**

Max potion & Full Restore bypass the Healing in-battle limitations (p. 56).
For that reason they are usually banned from official matches.

Heals

Pokémon have developed many ways to catch prey or defend themselves from predators, some of these include disabling normal functions of the body, poisoning, paralyzing, etc. To heal these conditions and its side effects, medicines, ointments, and other remedies have been developed and are accessible to the public.

ITEM	PRICE
Antidote	$100.00
A shot that quickly reduces the fever and relieves the pain.	HEALS POISON & POISON+
Awakening	$250.00
Sprays a water-based solution to awake a drowsy Pokémon.	HEALS SLEEP
Burn Heal	$250.00
A powder that douses the fire and aids in the healing of the burnt area.	HEALS BURN 1 BURN 2 BURN 3
Ice Heal	$250.00
Recovers the normal temperature of the Pokémon and heals frost biting.	HEALS FROZEN SOLID
Paralyze Heal	$200.00
This ointment relaxes the muscles and stops the cramping.	HEALS PARALYSIS
Full Heal	$600.00
A superior spray formula that can heal any status problem in a second.	HEALS ALL STATUS AILMENTS

Berries

Medicines are not available in the wild. That's why wild Pokémon use berries with healing properties to cure themselves, although less effective they are better than nothing, berries have to be eaten all at once to get their effects.

Healing Berries are not plentiful. If your players find a berry bush it is possible that there won't be more than 2 berries available.

Storyteller Note

There are many kinds of Berries but this list will focus on those with medicine-like properties:

ITEM	RARITY
Aspear Berry	RARE
This sour berry shakes the body and rises its temperature, thawing any ice surrounding it.	HEALS FROZEN SOLID
Cheri Berry	UNCOMMON
Its spicy flavor reinvigorates the muscles and stops the cramping.	HEALS PARALYSIS
Chesto Berry	COMMON
It is difficult to eat, so tough and dry that it will heal the drowsiness.	HEALS SLEEP
Oran Berry	UNCOMMON
A delicious citric berry that numbs pain away.	HEALS 1 DAMAGE
Pecha Berry	UNCOMMON
This berry's sweet pulp will absorb simple poison out of the bloodstream.	HEALS POISON
Persim Berry	COMMON
A strong flavored berry to snap out of confusion.	HEALS CONFUSION
Rawst berry	UNCOMMON
Its liquid pulp is ideal to stop fire from spreading and numbs the pain on the area, it is quite bitter, though.	HEALS BURN 1 BURN 2
Sitrus Berry	RARE
A bigger and sweeter berry from the Oran family but scarcer in the wild.	HEALS 3 DAMAGE OR 1 LETHAL DAMAGE
Lum Berry	RARE
This berry is said to cure everything, it is however very rare to find.	HEALS ALL STATUS AILMENTS

Trainer Tips

Berries are a common ingredient in Pokémon food. Try to search for them whenever you can and discover their many properties!

Pokémon will gladly eat any Berry, since most of them are pretty tasty. They may be eaten, even in the middle of a battle (holding more than one is banned from official battles).

Pokémon will eat their held berry the moment they feel they need it, usually **as soon as they reach half of their HP in damage, or when they start to feel the effects of status ailments**. They might eat it sooner than expected or on command of their trainer.

Herbal Medicine

While Berries are delicious, they are not always on season or are simply not found in certain parts of the world. In ancient times people resorted to special herbs and roots to make high quality medicine; however since all of these medicines taste like Croagunk's sludge they have lost popularity against healing sprays and cherry flavored cough syrups.

ITEM	PRICE
Energy Root	**$800.00**
A nasty tasting root with mystical properties that can be eaten whole or turned into up to 4 batches of powder if you know how to do it.	EQUALS TO: 14 UNITS OF POTION
Energy Powder	**$450.00**
This powder leaves a horrid aftertaste, but at least it stops the pain.	EQUALS TO: 4 UNITS OF POTION
Heal Powder	**$500.00**
A mix of the most foul looking herbs you can find can make this cure-all powder.	HEALS ANY STATUS AILMENT
Revival Herb	**$2,800.00**
It may be its magical properties or just its awful flavor, but this herb will get you back into consciousness numbing all the pain away. ***Extremely rare to find***.	RECOVER FULL HP & RESTORE AWARENESS

Pokémon really dislike these herbs and powders. Treating their injuries with this type of medicine will reduce their Happiness points if used often.

Trainer Tips

Gathering roots and learning to mix herbs into powder medicine can be a lifesaver in dangerous situations when you are far from a Pokémon center. The difficult part isn't finding the herbs, but convincing your Pokémon to eat them.
Well, you know what they say: Nature will give you all you need if you can handle the awful flavor.

Revive

There are situations of life and death in which there is no time for stabilizing wounds, and you need to get yourself and others out of danger as quickly as posible. For those situations, Revives are sold.

Revives are shards of a stone with radiant energy; when you use them they transfer that energy into you restoring your awareness after you fainted.

ITEM	PRICE
Revive	**$1,500.00**
A small energy shard that brings a fainted Human or Pokémon back into conciousness and stabilizes their wounds.	RECOVER 1 HP & RESTORE AWARENESS
Max Revive	**NOT FOR SALE**
A bigger shard that is not available to the public.	RECOVER FULL HP & RESTORE AWARENESS

Trainer Tips

Once used, a Revive will lose it's energy.
Try to keep at least one with you for emergencies.

Storyteller Note

Only the most exclusive Pokémalls tend to have Revives in stock.
Players and NPCs can't create their own.

Energetic Drinks

After all the exercise, training and battling, people and Pokémon need to keep themselves well hydrated, it is always a good idea to give your companions a delicious refreshment after a hard battle or a long training session.

Energy drinks are sold in Pokémon centers or special dispensing machines and have been designed by the Counselors of Pokémon Performance on the League.

Trainer Tips

Energy drinks cannot to be used during battle or as held items. **They also do not cure Lethal Damage.**

Energy Drinks are single-use and their effects are not immediate but are very potent.

This means that **Energy Drinks do not have any effect In-Battle and they won't cure Lethal Damage**. But they are a good option if you have some time to relax and enjoy a cool refreshment.

ITEM	PRICE
Berry Juice	**$100.00**
This mixed drink of various berries is also quite refreshing. Some Pokémon produce it naturally.	RESTORES UP TO: 2 HP
Fresh Water	**$200.00**
Full of electrolytes and just the right amount of sodium, restores the vitality of those who are tired.	RESTORES UP TO: 4 HP
Sodapop	**$250.00**
This Sugary drink gives you a quick shot of energy after being quite tired.	RESTORES UP TO: 5 HP
Lemonade	**$300.00**
The Citric boost and added vitamins make this a favorite after exercise.	RESTORES UP TO: 6 HP
MooMoo Milk	**$350.00**
Found in organic farms, this milk is full of calcium and is right out of the Miltank.	RESTORES UP TO: 7 HP

Fresh Water can be found in the wild. You can place a source or a fountain before a grand-scale battle.

Storyteller Note

A quick note on Selling Items

If money is short, you can always try to sell some of your items to the Pokémart.

Keep in mind that the best price they can give you is half of the Item's market cost, they've gotta make a profit!

But if you find rare items that they don't usually carry on their stock, they can be a lot more generous than that!

You may also find direct buyers in town who may want what you are offering.

Pokéballs

Long ago, there weren't any Pokéballs around and people just hid away from the creatures roaming nearby.

When humans started getting along with Pokémon and taking them as companions, they could only depend on the loyalty of the creature to aid them.

As time passed, someone discovered that some fruits called Apricorns had special properties that could be used along with a magical crystal to hold a creature inside.

Nowdays people know it's not magic, it's Science!

Technology has upgraded the storage devices, improving their power many times through the years, but their purpose has always been the same: To catch and keep Pokémon inside and carry items for easier storage.

We don't wanna get too technical about how Pokéballs work, but any aspiring trainer needs to know that they'll be one of their most useful tools and they should always carry some.

The most common kinds of Pokéballs you can find at your local Pokémart are:

ITEM	PRICE
Pokéball	**$200.00**
A basic ball for catching Pokémon and carrying heavy items.	SEAL POTENCY: 4 DICE
Greatball	**$600.00**
A sturdier barrier protects the seal allowing an easier catch.	SEAL POTENCY: 6 DICE
Ultraball	**$1,200.00**
The best seal in the market to ensure the catch of stronger Pokémon.	SEAL POTENCY: 8 DICE
Masterball	**NOT FOR SALE**
It is said to be in development by some companies in the world, it is rumored to have a seal so strong it would never break.	SEAL POTENCY: UNKNOWN

You can still find artisans who create the old-fashioned Apricorn Pokéballs, but they are getting more and more difficult to find in big cities with the whole Pokéball industry growing everyday. The good news is that many awesome designs are available for you to customize the look of your Pokéballs to what you like the most.

Items for Pokémon Care

Your **Pokémon companions need to be looked after**, you guys will be a team, so you depend on each other for care and safety. Your Pokémon require their basic needs to be covered in order to grow healthy and be comfortable with you. **They cannot be kept within their Pokéballs for various days only coming out to battle.** You'll need to prepare yourself with a few Items if you want to take proper care of your partners.

Food

Some of your Pokémon might be able to get their own food every day, but if you want to befriend them and gain their trust, a good meal may be a good way to start. Each package of food is enough to feed a single small or medium sized Pokémon for a whole day, **you can also use the food as bait for catching Pokémon**:

ITEM	PRICE
Pokémon Dry Food Pack	**$10.00**
A bag with dry kibble.	
Gourmet Food Can	**$50.00**
Made with Premium ingredients. All Pokémon will love you if you feed them this on a regular basis.	
High Performance Food Sack	**$300.00**
A high-potein kibble made for athletes. ***Add 1 dice to the next Training Roll of the Pokémon.***	



Vitamins

Some Pokémon are not as proficient in certain areas and others have trouble developing certain traits. While some trainers will train hard, others will train smart! Just add these supplements into their diet and your Pokémon will be even stronger. With them, you'll **have one more Point in the corresponding Attribute for the duration of a month**.
Vitamin effects don't stack on the same Attribute and can't raise the Attribute above the Pokémon's Limit.

Sylveon has been training hard but you need to be ready for your Gym battle in a few days.

In order to go through the huge defenses built on the Gym Leader's Pokémon, Sylveon needs to raise its Special quickly.

*You buy some **Calcium** and feed Sylveon with it. In a few moments its effects will be noticeable and Sylveon's Special will be 1 Point higher for a whole month.*

Now you're ready for that Gym Leader!

ITEM	PRICE
Protein	**$9,800.00**
A tasty milkshake that aids in the growth of bigger and stronger muscles.	**STRENGTH**
Iron	**$9,800.00**
An iron capsule that reduces feebleness and gives you a healthy glow.	**VITALITY**
Calcium	**$9,800.00**
Add this effervescent pills on their drink to help grow stronger bones.	**SPECIAL**
Zinc	**$9,800.00**
Zinc capsules help with focus and brain development.	**INSIGHT**
Carbos	**$9,800.00**
A healthy syrup that fills you with energy!	**DEXTERITY**
PP Up	**$9,800.00**
It is rumored they are just sugar pills. Who really knows?	**INCREASE WILL BY 2**

HP Up	$9,800.00
A compendium of vitamins and minerals to help your Pokémon grow as big and healthy as it can be.	INCREASE BASE HP BY 2
Rare Candy	**NOT FOR SALE**
This strange candy is made of unknown ingredients but its effects do not stack.	ANY ATTRIBUTE

Vitamins will help your Pokémon reach their max potential. The best part is that they will notice the changes and will be happy to have you as their trainer.

All of these items are a single use. Their effects do not stack with each other and they cannot make your Pokémon develop beyond their Limits.

When people see your radiant and vigorous Pokémon walking around, they will immediately ask you for your secret.

Grooming

Most Pokémon like to be clean and groomed. When they live in the wild they find ways to do it themselves, but since they are not in the wild anymore there is nothing wrong with a little bit of vanity here and there.
A groomed Pokémon is a happy Pokémon.

ITEM	PRICE
Grooming Kit	$100.00
No more matted hair, unruly leaves, dry scales or rough rocks!	
Pokémon Costume	$250.00
Fashionable clothes. Your companions will look amazing in these costumes and they will love it.	
Piece of Accessory	$10.00
Ribbons, hats, collars and everything you need to make them look super special.	

Even if it is not useful in battle, grooming and clothing will make your Pokémon stand out in the crowd.
Looking good will also give your trusted Pokémon 1 more Confidence Point. If you want to read more about Confidence and its effects head to p.63



Evolutionary Items

Pokémon evolution works in mysterious ways. Some Pokémon evolve without any kind of intervention, just by growing stronger ang gaining level, others evolve by being nurtured and gaining Happiness or Loyalty, and finally there are species that Evolve only trough an external influence such as elemental energy in stones and other items or machines.

Stones

In this world there many strange stones with peculiar properties that cause sensible Pokémon to have a reaction.

These items vary in shape and size, the most common ones are those with elemental properties: fire, water, thunder and grass; but there are others with luminescent properties and even rocks that came from the moon.
Very few marts have one in stock and they are usually very expensive. You can also find them as prizes in competitions or get lucky and find one in a cave.

If you get your hands on one, your Pokémon will get a nice boost in power.

ITEM	PRICE
Fire Stone	$5,000.00
This Stone has a flame inside, it's hot to the touch.	
Thunder Stone	$5,000.00
It glows in the dark and can be used to power small electronics.	
Water Stone	$5,000.00
Looks like blue glass and can be found at the bottom of the sea.	
Leaf Stone	NOT FOR SALE
It is said that the leaf encrusted to it comes from the tree of life itself.	
Moon Stone	NOT FOR SALE
It is a black stone that turns white and luminescent when the moon shines over it.	
Sun Stone	NOT FOR SALE
A red stone that shines brightly when facing the sun at morning.	
Shiny Stone	NOT FOR SALE
Its crystal-like surface allows you to see a ball of light inside.	
Dusk Stone	NOT FOR SALE
This stone seems to suck the light around into a small dark hole.	
Dawn Stone	NOT FOR SALE
This cerulean stone shines with blinding light for a minute during sunrise.	

Trainer Tips

Once you use an evolutionary stone on a Pokémon, it will become a regular rock.
Choose carefully on which Pokémon you will use it.

Trading Machines

Trainers like to exchange Pokémon with each other but it is not as simple as giving each other a Pokéball, as there would be no proof of a consensual exchange.
To solve this problem, Trainers get their Pokémon within a Trading Machine to take a Pokémon from one Pokéball to another using a low-radiation energy transfer, this radiation has been known to trigger evolution in some species of Pokémon.

Evolution with Held Items

Some Pokémon might react to special Held Items, such as industrial metals, electric chargers, and even pastries that trigger evolution when combined with the Trading Machine's radiation waves. In the wild, Pokémon can go all their lives without ever being in contact with any of these artificial items, so it is more difficult to know what object will trigger evolution on which Pokémon. You'll need to be patient and do your share of research to find out what kind of item you will need to evolve your companion.

Held Items

Pokémon have a Held Item slot to carry an Item with them at all times. These Items may be used in battle to give them an advantage and special effects.

A Pokémon may only have one active Held Item for the scene. It may be abe to carry more, but only one will be active.
The active held item may remain with the user, be spent, exchanged or stolen depending on the moves of the user and the foe.

If a Held Item increases or decreases an Attribute, it cannot be stacked with a move that modifies the same attribute. You will instead take into account the effect with the highest modifier.

Held items are not for sale. You'll have to find them on your adventures through the world.

Storyteller Note

Held Items are exclusive for Pokémon. Humans using them won't benefit from their special properties.

ITEM	RARITY
Black Belt After years of training in martial arts you can proudly wear this. Adds damage to a certain type of moves.	UNCOMMON Damage +1 Fight
Black Glasses These glasses make you look cool and mean. Adds damage to a certain type of moves.	COMMON Damage +1 Dark
Charcoal A piece of special charcoal that never turns to ash and keeps a steady flame. Adds damage to a certain type of moves.	UNCOMMON Damage +1 Fire
Dragon Fang A Dragon Pokémon that fought fiercely lost this fang. It's sprit lives within. Adds damage to a certain type of moves.	RARE Damage +1 Dragon
Hard Stone A Stone that is embed on the body to protect it from impact. Adds damage to a certain type of moves.	COMMON Damage +1 Rock
Magnet This magnet keeps positive and negative charge within itself. Adds damage to a certain type of moves.	UNCOMMON Damage +1 Electric
Metal Coat This chromed coat keeps all surfaces shiny. Adds damage to a certain type of moves.	RARE Damage +1 Steel
Miracle Seed It is said that this seed came from the same forest as the tree of life. Adds damage to a certain type of moves.	UNCOMMON Damage +1 Grass

ITEM	RARITY
Mystic Water A small vessel with water that emits a mysterious glow. Adds damage to a certain type of moves.	RARE Damage +1 Water
Never-Melt Ice A magical piece of ice that never melts. Adds damage to a certain type of moves.	RARE Damage +1 Ice
Poison Barb This poison-infused barb is sure to take the toxines into the foe. Adds damage to a certain type of moves.	UNCOMMON Damage +1 Poison
Sharp Beak A sharp metal cover for the beak of your Pokémon. Adds damage to a certain type of moves.	COMMON Damage +1 Flying
Silk Scarf Just a regular everyday normal scarf. Nothing special about it. Adds damage to a certain type of moves.	COMMON Damage +1 Normal
Silver Powder Be careful as this powder is itchy and gives you allergies. Adds damage to a certain type of moves.	COMMON Damage +1 Bug
Soft Sand A pouch with special sand that's smooth and soft to the touch. Adds damage to a certain type of moves.	UNCOMMON Damage +1 Ground
Spell Tag An old piece of paper that once sealed the spirit of an angry spirit. Adds damage to a certain type of moves.	RARE Damage +1 Ghost



ITEM	RARITY
Twisted Spoon	COMMON
A spoon that bends with the power of the mind. Adds damage to a certain type of moves.	Damage +1 Psychic
Light Ball	UNCOMMON
A rare ball of light that reacts only to a ***Pikachu's*** energy.	Strength +2, Special +2
Lucky Punch	UNCOMMON
A set of boxing gloves specially fit for a ***Chansey*** or ***Blissey's*** arms.	Strength +2
Stick	COMMON
A piece of Leek that allows ***Farfetch'd*** to fight swiftly. You can also cook it; it is delicious.	
Thick Club	UNCOMMON
A heavy bone piece, only ***Cubone*** and ***Marowak*** react to the remains.	Strength +2
Amulet Coin	RARE
A good luck charm that is said to bring money to your pocket. If your Pokémon wears it, it will bring you fortune.	DOUBLE ANY MONEY PRIZE
Eviolite	RARE
A strange lump that boosts the defenses of an un-evolved Pokémon.	Defense +1, Sp. Def +1
Expert Belt	RARE
The belt of a seasoned warrior who knows many techniques. Adds damage to Super Effective Moves.	Damage +1 Super Effective

ITEM	RARITY
Life Orb	RARE
A magic orb that grants great power at the cost of the life energy of the weilder. *(Adds damage & recoil to all attacks)*	Damage +2
King's Rock	RARE
A crown-shaped rock that makes some Pokémon feel like a king, others can't help but stare in awe at royalty.	Flinch +1
Lucky egg	RARE
When the Pokémon defeats a foe, it will count as two victories for the purposes of Evolution.	RECEIVE MORE VICTORIES
Quick Claw	UNCOMMON
This claw allows you a firm grip on the ground to move faster.	Iniciative +2
Razor Claw	RARE
This sharp claw can pierce through tough surfaces with ease.	
Razor Fang	UNCOMMON
A big pair of fangs that make you look like a vampire.	Flinch +1
Rocky Helmet	UNCOMMON
A helmet covered with sharp edges and rocks. Deal damage to a foe attacking you with a Non-ranged **Physical Attack**.	Damage +1
Wide Lens	COMMON
A magnifying glass used to see the small details.	Accuracy +1






Kori
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Pokédex

There are almost a thousand known species of Pokémon in the world, some better known than others.

In this section of the book you'll find all the information available about most of them.

To create and train your Pokémon you'll need to check its Pokédex entry, Ability and Moves in the *Pokémon Abilities* and *Pokémon Moves* sections of this book.

Now, this might seem like a lot of information to take in. How will you ever memorize all these names, data, Moves and special Abilities?

Don't worry! You don't have to memorize it at all! Simply take this information to customize your Pokémon and build a unique character.

Think of your Pokémon as an extension of your Trainer's abilities. Pokémon work like powers at your disposition. If you want Ice powers you should capture an Ice Pokémon. If you want to be a bard, get a Pokémon with Sing.

Trainer Tips

Your Pokémon are capable of working wonders with ease. They have many abilities and maybe a dozen moves to learn. Focus only on what you want.

Think about it this way:
You have 6 slots available for customization.

Each and every Pokémon you carry will have a special role in your party. You can complement your team any way you want.

Perhaps you want a bulky Pokémon that can take a hit or a fast companion to sweep an enemy party, a cute kitten who's only there to charm the girls or a passionate mouse to cheer everyone's fighting spirit.

Your imagination is the limit.

Use the tools on this book and your imagination to create unique Pokémon. They are part of a living world, take your time and describe their behaviors.

Storyteller Note

Keep in mind that a Pokémon's uniqueness is not in its Strength or its high Attributes, but in the role playing you get from your players thanks to it.

Pokédex Entries Info

Name & Number
Use the name to identify the species of your companion. Use the number to find it quickly in the Pokédex.

Size and Weight
This will help you get an idea about the volume of your Pokémon. The Size and Weight named on its entry is the average – you may find bigger or smaller specimens through your adventure.

Basic information
A General description of the Pokémon and its behavior, some are common others are rare.

Type
With this you'll know the weaknesses and resistances of your Pokémon. See page 42.

Starting Attributes
The starting Attributes show the Pokémon at its base state; higher rank is needed to increase the Attributes of a pokémon.

Limits
The highest Attribute score for the Pokémon. Limits cannot be modified.

Base HP (BHP)
The starting HP of the Pokémon. Add its Vitality Score to get the Total HP. See page 26.

Suggested Rank
If you happen to find this Pokémon in the wild, this is the Rank they'd have on their natural habitat. Differences in habitat might make a pokémon weaker or stronger than what it's suggested.
For more information about Ranking check page 30.

Ability
Special Abilities for the Pokémon.
Check Pokémon Abilities chapter, page 420.

Evolution
The Evolutive line and stage of the Pokémon, along with the way it most commonly evolves. p. 73.

Moves
The complete list of moves for the Pokémon and the Rank on which they learn them.
For more information about moves see page 338.

Starter Icon
Pokédex entries marked with this Icon:

Are suitable Pokémon for a **Starter Trainer**.
THESE ARE MERE SUGGESTIONS, THOUGH.
Your Storyteller will decide if they are fit for the campaign; some of them may be Second Stages with none of its Pre-Evolution Moves.

Form Variations

A few Pokémon have different looks even when they are the same species. Sometimes this change is merely aesthetic, other times they evolve into a variant and cannot change back. And other times a certain move or item triggers these changes.
Some of these variants can only be found in certain parts of the world. The different forms may change their attribute Limit distribution, grant them a new power and/or change their Type.
For Mega-Evolution your trainer will have to meet certain conditions for the form to be stable and long-lasting.

Make sure to read all the entries on the different Form Variations of these Pokémon.

Should one of your Pokémon change forms, during the game**, it is convenient to have the character sheets of all its Form variations.**
Each Form would have its own set of Attributes and points on them according to your Rank, even if they are different from each other.



You may use your own discretion as to what triggers the changes on certain Pokémon. It may be an Item, energy or perhaps they are able to change at will.

A Note on World Building

This world is vast and extense with many regions to explore. It is very easy to get carried away, wanting to start really big, however, we recommend you start small.

Start in a town or a Small city, let the world expand in the direction your players want to explore rather than putting them on a big world map with no direction on where to start.
In the end they can end up going through every city, just not in the "expected" order, or even travel through regions, changing leagues, skipping gyms, or even end up in a completely made up place.

You will notice this method will develop a much more organic adventure than trying to railroad a party through a map of cities, going from point A to point B each time an objective is "cleared".

This is also beneficial for the Storyteller as you won't have to prepare a grand set of chained events unfolding all through the region, but simply prepare the small sections the players will be exploring for the day.

A Note on Breeding Pokémon

When two Pokémon love each other very very much they'll spend some time together and then a Pokémon Egg will appear. This is not just a tale that the adults tell children; no one really knows how these eggs pop into existence. It is one of the many mysteries in the world of Pokémon.

Baby Pokémon need a lot of nurturing and love to grow happy and strong.
All Pokémon can fall in love with each other, regardless of their species. The baby will often come out as the First-stage species of the mother.

Due to parents not always being of the same species, **Baby Pokémon may show traits that their species doesn't normally have thanks to having a parent with a different set of powers.**

This isn't a game to get endless Pokémon eggs in search for the perfect offspring, should players get their hands on a Pokémon egg, remember to give it the importance it deserves, it's not just time and heat what will make it hatch, it is through love and kindness that the baby Pokémon will come out.

It may take a few weeks or a few months but when the shell begins to crack it'll be a big moment of happiness!
Be ready to change diapers and bottle-feed your new bundle of joy.



If you want to try out breeding Pokémon head to your nearest day-care center.

A Note on Ecosystems

What you just saw is only the first part of a great variety of creatures, how many of them you'll end up seeing? It's up to you!

This world has many ecosystems which you can fill with whatever number of creatures you want to bring it closer to life, with almost a thousand Pokémon to choose from.

Adding variety to the creatures you encounter will increase the sense of wonder and discovery.

#001 Bulbasaur



TYPE: Grass / Poison

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 7kg / 15 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Overgrow

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#001 #002 #003

Seed Pokémon
It carries a seed on its back since birth. As it grows older the seed also grows larger. It is known to be a well-behaved and loyal Pokémon, but pretty rare to find in the wild.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Tackle		Normal	Growl
	Grass	Leech Seed		Grass	Vine Whip
	Poison	Poison Powder		Grass	Sleep Powder
	Normal	Take Down		Grass	Razor Leaf
	Normal	Sweet Scent		Normal	Growth
	Grass	Worry Seed		Normal	Double-Edge
	Grass	Synthesis		Grass	Solar Beam
	Grass	Grassy Terrain		Psychic	Amnesia
	Grass	Grass Pledge			

#002 Ivysaur



TYPE: Grass / Poison

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○
INSIGHT ●●●○○

HEIGHT: 1 m / 3'03"
WEIGHT: 25kg / 50 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Overgrow

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.


#001 #002 #003

Seed Pokémon
There is a bud on this Pokémon's back. To support its weight, Ivysaur's legs and trunk grow thick and strong. It becomes kind of a loner after evolving and may stray away from its group to take sunbaths.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Tackle		Normal	Growl
	Grass	Leech Seed		Grass	Vine Whip
	Poison	Poison Powder		Grass	Sleep Powder
	Normal	Take Down		Grass	Razor Leaf
	Normal	Sweet Scent		Normal	Growth
	Normal	Double-Edge		Grass	Worry Seed
	Grass	Synthesis		Grass	Solar Beam
	Grass	Grassy Terrain		Psychic	Amnesia
	Grass	Grass Pledge			

#003 Venusaur



TYPE: Grass / Poison

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○
INSIGHT ●●●○○

HEIGHT: 2 m / 6'07"
WEIGHT: 200kg / 440 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Overgrow

EVOLUTIVE STAGE: Final.


#001 #002 #003

Seed Pokémon
Venusaur's flower is said to take on vivid colors if it gets plenty of sun light. The flower's aroma soothes the emotions of others.
If you find one in the wild, it must be the protector of the area.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Tackle		Normal	Growl
	Grass	Leech Seed		Grass	Vine Whip
	Poison	Poison Powder		Grass	Sleep Powder
	Normal	Take Down		Grass	Razor Leaf
	Normal	Sweet Scent		Normal	Growth
	Normal	Double-Edge		Grass	Petal Dance
	Grass	Worry Seed		Grass	Synthesis
	Grass	Petal Blizzard		Grass	Solar Beam
	Dragon	Outrage		Ghost	Curse
	Grass	Frenzy Plant			

Mega-Venusaur



TYPE: Grass / Poison

STRENGTH ●●●○○
DEXTERITY ●●○○○
VITALITY ●●●○○
SPECIAL ●●●○○
INSIGHT ●●●○○

HEIGHT: 2.4m / 8'00"
WEIGHT: 300kg / 660lbs

BASE HP: 6
SUGGESTED RANK: Pro

ABILITIES: Thick Fat

EVOLUTIVE STAGE: Mega Evolution.


#003 #003

Seed Pokémon
With the power of the Mega Stone, this Pokémon grows taller and thicker. It's bark and skin are now impervious to the elements.
Its demeanor becomes even more serious and determined.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Tackle		Normal	Growl
	Grass	Leech Seed		Grass	Vine Whip
	Poison	Poison Powder		Grass	Sleep Powder
	Normal	Take Down		Grass	Razor Leaf
	Normal	Sweet Scent		Normal	Growth
	Normal	Double-Edge		Grass	Petal Dance
	Grass	Worry Seed		Grass	Synthesis
	Grass	Petal Blizzard		Grass	Solar Beam
	Dragon	Outrage		Ghost	Curse
	Grass	Frenzy Plant			

#004 Charmander

TYPE: Fire

RANK	TYPE	MOVE NAME
	Normal	Scratch
	Fire	Ember
	Dragon	Dragon Rage
	Fire	Fire Fang
	Normal	Slash
	Fire	Flamethrower
	Steel	Metal Claw
	Fire	Fire Pledge

RANK	TYPE	MOVE NAME
	Normal	Growl
	Normal	Smokescreen
	Normal	Scary Face
	Fire	Flame Burst
	Fire	Fire Spin
	Fire	Inferno
	Dragon	Dragon Dance



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 8kg / 18 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Blaze

Lizard Pokémon
A rare Pokémon. The flame on its tail is an indicator of its feelings and life force. If it is healthy and happy, the flame burns brightly.
It needs proper care and discipline or else it may rebel later on.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



#005 Charmeleon

TYPE: Fire



STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 1.1m / 3'07"
WEIGHT: 20kg / 42 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Blaze

Flame Pokémon
It turns aggressive after evolving, it is very hot-headed by nature, so it constantly starts fights. When it's excited, the flame at the tip of its tail flares with a bluish white color.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME
	Normal	Scratch
	Fire	Ember
	Dragon	Dragon Rage
	Fire	Fire Fang
	Normal	Slash
	Fire	Flamethrower
	Steel	Metal Claw
	Fire	Fire Pledge

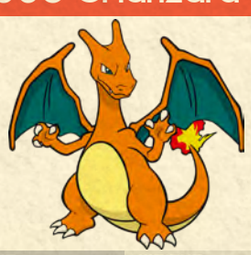
RANK	TYPE	MOVE NAME
	Normal	Growl
	Normal	Smokescreen
	Normal	Scary Face
	Fire	Flame Burst
	Fire	Fire Spin
	Fire	Inferno
	Dragon	Dragon Dance

#006 Charizard

TYPE: Fire / Flying

RANK	TYPE	MOVE NAME
	Normal	Scratch
	Fire	Ember
	Fire	Fire Fang
	Flying	Air Slash
	Normal	Scary Face
	Fire	Flame Burst
	Dragon	Dragon Claw
	Ghost	Shadow Claw
	Fire	Heat Wave
	Electric	Thunder Punch
	Fire	Blast Burn

RANK	TYPE	MOVE NAME
	Normal	Smokescreen
	Normal	Growl
	Dragon	Dragon Rage
	Normal	Slash
	Fire	Fire Spin
	Flying	Wing Attack
	Fire	Flamethrower
	Fire	Flare Blitz
	Fire	Inferno
	Dragon	Outrage



STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 1.7m / 5'07"
WEIGHT: 125kg /275 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Blaze

Flame Pokémon
A Charizard flies around looking for strong opponents. It breathes intense flames that can melt any material. However, it will never touch a weaker foe. Not many trainers are able to handle its bad temper.

EVOLUTIVE STAGE: Final.



Mega-Charizard Y

TYPE: Fire / Flying

RANK	TYPE	MOVE NAME
	Normal	Scratch
	Fire	Ember
	Fire	Fire Fang
	Flying	Air Slash
	Normal	Scary Face
	Fire	Flame Burst
	Dragon	Dragon Claw
	Ghost	Shadow Claw
	Fire	Heat Wave
	Electric	Thunder Punch
	Fire	Blast Burn

RANK	TYPE	MOVE NAME
	Normal	Smokescreen
	Normal	Growl
	Dragon	Dragon Rage
	Normal	Slash
	Fire	Fire Spin
	Flying	Wing Attack
	Fire	Flamethrower
	Fire	Flare Blitz
	Fire	Inferno
	Dragon	Outrage



STRENGTH ●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●●●○○○○
INSIGHT ●●●○○○

HEIGHT: 1.7m / 5'07"
WEIGHT: 100kg / 220 lbs

BASE HP: 6
SUGGESTED RANK: Pro

ABILITIES: Drought

Flame Pokémon
With the power of the Mega Stone It becomes bold and confident. Its flying skills get better and t boasts speed and maneuverability. When it flies you cannot see it directly as its flames burn as bright as the sun.

EVOLUTIVE STAGE: Mega Evolution.



Mega-Charizard X

TYPE: Fire / Dragon

RANK	TYPE	MOVE NAME
	Normal	Scratch
	Fire	Ember
	Fire	Fire Fang
	Flying	Air Slash
	Normal	Scary Face
	Fire	Flame Burst
	Dragon	Dragon Claw
	Ghost	Shadow Claw
	Fire	Heat Wave
	Electric	Thunder Punch
	Fire	Blast Burn

RANK	TYPE	MOVE NAME
	Normal	Smokescreen
	Normal	Growl
	Dragon	Dragon Rage
	Normal	Slash
	Fire	Fire Spin
	Flying	Wing Attack
	Fire	Flamethrower
	Fire	Flare Blitz
	Fire	Inferno
	Dragon	Outrage



HEIGHT: 1.7m / 5'07"
WEIGHT: 100kg / 220 lbs

Flame Pokémon
The power of the Mega Stone make its inner ames burn so hot that its body turns black as coal and blue re escapes constantly from its mouth. It is filled with rage and its demeanor is unpredictable

STRENGTH ●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○○

BASE HP: 6
SUGGESTED RANK: Pro

ABILITIES: Tough Claws

EVOLUTIVE STAGE: Mega Evolution.



#007 Squirtle

TYPE: Water



HEIGHT: 0.5m / 1'08"
WEIGHT: 9kg / 20 lbs

Tiny turtle Pokémon
It is scarce in the wild. The shell is not just for protection – it also helps to minimize resistance in water enabling Squirtle to swim at high speeds. It's usually a calm and easy going Pokémon.

STRENGTH ●●○○○
DEXTERITY ●○○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Torrent

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME
	Normal	Tackle
	Water	Water Gun
	Water	Bubble
	Normal	Rapid Spin
	Water	Water Pulse
	Normal	Skull Bash
	Water	Rain Dance
	Water	Aqua Jet
	Ice	Icy Wind

RANK	TYPE	MOVE NAME
	Normal	Tail whip
	Water	Withdraw
	Dark	Bite
	Normal	Protect
	Water	Aqua Tail
	Steel	Iron Defense
	Water	Hydro Pump
	Water	Water Pledge

#008 Wartortle

TYPE: Water



HEIGHT: 1m / 3'03"
WEIGHT: 23kg / 50 lbs

Turtle Pokémon
Its large tail is covered with rich, thick fur that deepens in color with age. The scratches on its shell are evidence of this Pokémon's tough attitude in battle. It is a good hunter underwater.

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Torrent

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME
	Normal	Tackle
	Water	Water Gun
	Water	Bubble
	Normal	Rapid Spin
	Water	Water Pulse
	Normal	Skull Bash
	Water	Rain Dance
	Ground	Mud Sport
	Ice	Icy Wind

RANK	TYPE	MOVE NAME
	Normal	Tail whip
	Water	Withdraw
	Dark	Bite
	Normal	Protect
	Water	Aqua Tail
	Steel	Iron Defense
	Water	Hydro Pump
	Water	Water Pledge

#009 Blastoise

TYPE: Water



HEIGHT: 1.6m / 5'03"
WEIGHT: 170kg / 380 lbs

Shellfish Pokemon
The jets of water it spouts from the rocket cannons on its shell have been recorded to punch through steel. It is confident on its great defense and water spouts to overcome any obstacle.

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○○

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Torrent

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME
	Normal	Tail Whip
	Water	Withdraw
	Normal	Rapid Spin
	Dark	Bite
	Normal	Protect
	Water	Aqua Tail
	Steel	Iron Defense
	Water	Hydro Pump
	Dragon	Outrage

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Water	Water Gun
	Water	Bubble
	Steel	Flash Cannon
	Water	Water Pulse
	Normal	Skull Bash
	Water	Rain Dance
	Electric	Zap Cannon
	Water	Hydro Cannon

Mega-Blastoise

TYPE: Water



STRENGTH ●●●○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○

HEIGHT: 1.6m / 5'03"
WEIGHT: 200kg / 440lbs

BASE HP: 6
SUGGESTED RANK: Pro

ABILITIES: Mega Launcher

Shellfish Pokemon
With the power of the Mega Stone the canon on its back can shoot exploding water projectiles that can pierce through concetrete. Its body is incredibly hard and its hind legs root themselves to prevent recoil.

EVOLUTIVE STAGE: Mega Evolution.



RANK	TYPE	MOVE NAME
○	Normal	Tail Whip
●	Water	Withdraw
●	Normal	Rapid Spin
●	Dark	Bite
●	Normal	Protect
●	Water	Aqua Tail
○	Steel	Iron Defense
○	Water	Hydro Pump
●	Dragon	Outrage

RANK	TYPE	MOVE NAME
○	Normal	Tackle
●	Water	Water Gun
●	Water	Bubble
●	Steel	Flash Cannon
●	Water	Water Pulse
○	Normal	Skull Bash
○	Water	Rain Dance
●	Electric	Zap Cannon
●	Water	Hydro Cannon

#010 Caterpie

TYPE: Bug



STRENGTH ●○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 3kg / 6 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Shield Dust

Worm Pokémon
It is very common in the forests. Its voracious appetite compels it to devour leaves bigger than itself without hesitation. It releases a foul odor from its antennae if it feels threatened.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Fast.



RANK	TYPE	MOVE NAME
○	Normal	Tackle
●	Bug	Bug Bite

RANK	TYPE	MOVE NAME
○	Bug	String Shot
●	Electric	Electro Web

#011 Metapod

TYPE: Bug



STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 10kg / 22 lbs

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Shed Skin

Cocoon Pokémon
Its shell can be as hard as an iron slab. A Metapod does not move very much because it is preparing its soft innards for evolution inside the shell. It is known as one of the fastest evolving Pokémon in the world.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Fast.



RANK	TYPE	MOVE NAME
○	Normal	Harden
●	Electric	Electro Web

RANK	TYPE	MOVE NAME
●	Steel	Iron Defense

#012 Butterfree

TYPE: Bug / Flying



STRENGTH ●●○○
DEXTERITY ●●●●○
VITALITY ●●○○
SPECIAL ●●●●○
INSIGHT ●●○○○

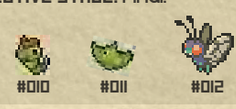
HEIGHT: 1.1m / 3'07"
WEIGHT: 32kg / 70 lbs

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Compoundeyes

Butterfly Pokémon
It can be found in forests and plains. It loves the honey in some flowers even with tiny amounts of pollen. Its wings are covered by dust that allows it to fly even when it's raining.

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME
○	Psychic	Confusion
●	Grass	Stun Spore
●	Poison	Poison Powder
●	Normal	Whirlwind
●	Bug	Silver Wind
●	Bug	Rage Powder
○	Normal	Safeguard
○	Flying	Air Slash
●	Ghost	Nightmare
●	Bug	Bug Buzz

RANK	TYPE	MOVE NAME
○	Flying	Gust
●	Grass	Sleep Powder
●	Normal	Supersonic
●	Psychic	Psybeam
●	Flying	Tailwind
●	Normal	Captivate
○	Electric	Electro Web
○	Bug	Quiver Dance
●	Bug	Signal Beam

#013 Weedle

TYPE: Bug / Poison



STRENGTH	●○○
DEXTERITY	●●○
VITALITY	●○○
SPECIAL	●○○
INSIGHT	●○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 3kg / 6 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Shield Dust

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Fast.



Hairy Pokémon
Often found in forests eating leaves. It has a sharp, venomous stinger on its head for defense. It has an acute sense of smell to find food, and its bright-colored body is intended to warn off predators.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Poison	Poison Sting		Bug	String Shot
	Bug	Bug Bite		Electric	Electro Web

#014 Kakuna

TYPE: Bug / Poison



STRENGTH	●○○
DEXTERITY	●○○
VITALITY	●●○
SPECIAL	●○○
INSIGHT	●○○

HEIGHT: 6 m / 2'00"
WEIGHT: 10kg / 22 lbs

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Shed Skin

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Fast.



Cocoon Pokémon
It remains virtually immobile while it clings to a tree. On the inside, it is preparing for evolution by rising the temperature of its shell. Beware of Beedrills thay may roam close to it.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Harden		Steel	Iron Defense
	Electric	Electro Web			

#015 Beedrill

TYPE: Bug / Poison



STRENGTH	●●○○○
DEXTERITY	●●○○○
VITALITY	●●○○
SPECIAL	●●○○
INSIGHT	●●○○○

HEIGHT: 1 m / 3'03"
WEIGHT: 30kg / 65 lbs

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Swarm

EVOLUTIVE STAGE: Final.

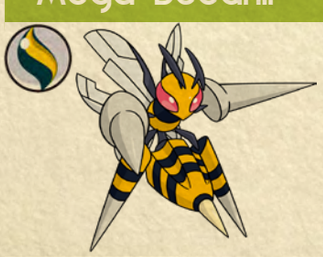


Poison Bee Pokémon
Beedrill are extremely territorial. For safety reasons, no one should ever approach their nest. If disturbed, they will attack in swarm. It has three stings. The one on its tail secretes a powerful poison.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Fury Attack		Normal	Focus Energy
	Bug	Twineedle		Normal	Rage
	Dark	Pursuit		Poison	Venoshock
	Poison	Toxic Spikes		Bug	Pin Missile
	Psychic	Agility		Dark	Assurance
	Poison	Poison Jab		Ghost	Ominous Wind
	Bug	Fell Stinger		Ground	Drill Run
	Flying	Tailwind		Normal	Endeavor

Mega-Beedrill

TYPE: Bug / Poison



STRENGTH	●●●●○○○○
DEXTERITY	●●●●○○○○
VITALITY	●○○
SPECIAL	●○
INSIGHT	●●○○○

HEIGHT: 1.4m / 4'07"
WEIGHT: 40kg / 90lbs

BASE HP: 6
SUGGESTED RANK: Ace

ABILITIES: Adaptability

EVOLUTIVE STAGE: Mega Evolution.



Poison Bee Pokémon
With the power of the Mega Stone all of its limbs are now powerful stingers. Their attack can be really viscious stinging and piercing its foe repeatedly until the finishing blow with the sting on its rear.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Fury Attack		Normal	Focus Energy
	Bug	Twineedle		Normal	Rage
	Dark	Pursuit		Poison	Venoshock
	Poison	Toxic Spikes		Bug	Pin Missile
	Psychic	Agility		Dark	Assurance
	Poison	Poison Jab		Ghost	Ominous Wind
	Bug	Fell Stinger		Ground	Drill Run
	Flying	Tailwind		Normal	Endeavor

#016 Pidgey

TYPE: Normal / Flying

RANK	TYPE	MOVE NAME
1	Normal	Tackle
5	Flying	Gust
9	Normal	Whirlwind
13	Flying	Feather Dance
17	Flying	Wing Attack
21	Flying	Tailwind
25	Flying	Air Slash
29	Dark	Feint Attack
33	Steel	Steel Wing

RANK	TYPE	MOVE NAME
1	Ground	Sand-Attack
5	Dragon	Twister
9	Normal	Quick Attack
13	Psychic	Agility
17	Flying	Mirror Move
21	Flying	Roost
25	Flying	Hurricane
29	Normal	Uproar



HEIGHT: 0.3m / 1'00"
WEIGHT: 2kg / 4 lbs

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Keen Eye & Tangled Feet

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#016 #017 #018

Tiny Bird Pokémon
Very common around the world, it prefers to live in forests but can be seen around cities and plains too. It's a docile Pokémon that tends to avoid trouble. It flaps its wings to lure prey out of hiding.

#017 Pidgeotto

TYPE: Normal / Flying



HEIGHT: 1.1m / 3'07"
WEIGHT: 30kg / 66 lbs

STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Keen Eye & Tangled Feet

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.


#016 #017 #018

Bird Pokémon
Each Pidgeotto claims a large meadow area as its territory. This Pokémon flies around, patrolling its home and will attack any intruders with its sharp claws. It will challenge itself to fly a bit higher every day.

RANK	TYPE	MOVE NAME
1	Normal	Tackle
5	Flying	Gust
9	Normal	Quick Attack
13	Flying	Feather Dance
17	Flying	Wing Attack
21	Flying	Tailwind
25	Dark	Feint Attack
29	Flying	Hurricane
33	Steel	Steel Wing

RANK	TYPE	MOVE NAME
1	Ground	Sand-Attack
5	Dragon	Twister
9	Normal	Whirlwind
13	Psychic	Agility
17	Flying	Mirror Move
21	Flying	Roost
25	Flying	Air Slash
29	Normal	Uproar

#018 Pidgeot

TYPE: Normal / Flying

RANK	TYPE	MOVE NAME
1	Ground	Sand-Attack
5	Dragon	Twister
9	Normal	Quick Attack
13	Ghost	Ominous Wind
17	Psychic	Agility
21	Flying	Mirror Move
25	Flying	Tailwind
29	Flying	Hurricane

RANK	TYPE	MOVE NAME
1	Normal	Tackle
5	Flying	Gust
9	Normal	Whirlwind
13	Flying	Feather Dance
17	Flying	Wing Attack
21	Flying	Roost
25	Fire	Heat Wave
29	Psychic	Reflect



HEIGHT: 1.5m / 5'07"
WEIGHT: 80kg / 174 lbs

STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Keen Eye & Tangled Feet

EVOLUTIVE STAGE: Final.


#016 #017 #018

Bird Pokémon
This Pokémon's plumage is made of beautiful glossy feathers. Pidgeot is an excellent hunter with well developed wing muscles that make it strong enough to whip up a gusty windstorm with just a few flaps.

Mega-Pidgeot

TYPE: Normal / Flying

RANK	TYPE	MOVE NAME
1	Ground	Sand-Attack
5	Dragon	Twister
9	Normal	Quick Attack
13	Ghost	Ominous Wind
17	Psychic	Agility
21	Flying	Mirror Move
25	Flying	Tailwind
29	Flying	Hurricane

RANK	TYPE	MOVE NAME
1	Normal	Tackle
5	Flying	Gust
9	Normal	Whirlwind
13	Flying	Feather Dance
17	Flying	Wing Attack
21	Flying	Roost
25	Fire	Heat Wave
29	Psychic	Reflect



HEIGHT: 2.2m / 7'03"
WEIGHT: 100kg / 220 lbs

STRENGTH ●●○○○
DEXTERITY ●●●○○○○
VITALITY ●●○○○
SPECIAL ●●●○○○○
INSIGHT ●●○○○

BASE HP: 6
SUGGESTED RANK: Pro

ABILITIES: No Guard

EVOLUTIVE STAGE: Mega Evolution.


#018 #018

Bird Pokémon
With the power of the Mega Stone Pidgeot's flying becomes a blurred red stripe in the sky. It won't stop soaring the skies while in this state without tiring or needing to rest for many days at a time.

#019 Rattata

TYPE: Normal



STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 3kg / 7 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Run Away & Guts

Mouse Pokémon
It can live anywhere it can find food, but they are often in cities and fields. They form large families in their burrows. Since they are often preyed on, Rattatas are always alert and quick to flee.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#019

#020

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Tackle	○	Normal	Tail whip
●	Normal	Quick Attack	●	Normal	Focus Energy
●	Dark	Bite	●	Dark	Pursuit
●	Normal	Hyper Fang	●	Dark	Sucker Punch
●	Dark	Assurance	●	Dark	Crunch
●	Normal	Super Fang	●	Normal	Double-Edge
●	Normal	Endeavor	●	Fire	Flame Wheel
●	Normal	Screech	●	Steel	Iron Tail

#019 Rattata (Alola)

TYPE: Dark / Normal



STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 3kg / 7 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Gluttony & Hustle

Mouse Pokémon
Rattata first came to Alola through cargo ships, it thrived and almost destroyed the region's ecosystem. Attempts to exterminate this Pokémon made it more vicious than its regular counterpart.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#019

#020

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Tackle	○	Normal	Tail Whip
●	Normal	Quick Attack	●	Normal	Focus Energy
●	Dark	Bite	●	Dark	Pursuit
●	Normal	Hyper Fang	●	Dark	Assurance
●	Dark	Sucker Punch	●	Dark	Crunch
●	Normal	Super Fang	●	Normal	Double-Edge
●	Normal	Endeavor	●	Fight	Reversal
●	Dark	Snatch	●	Dark	Switcheroo

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Tail Whip	○	Normal	Tackle
●	Normal	Focus Energy	●	Normal	Quick Attack
●	Dark	Pursuit	●	Dark	Bite
●	Fire	Flame Wheel	●	Normal	Hyper Fang
●	Dark	Sucker Punch	●	Normal	Scary Face
●	Dark	Assurance	●	Dark	Crunch
●	Normal	Double-Edge	●	Normal	Super Fang
●	Normal	Endeavor	●	Normal	Swords Dance
●	Normal	Last Resort	●	Fight	Final Gambit

#020 Raticate

TYPE: Normal



STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 18kg / 40 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Run Away & Guts

Mouse Pokémon
Raticate's sturdy fangs grow quickly. To keep them ground down, it gnaws on hard materials. It may even chew on the walls of houses.
Its has water-proof fur, webbed feet and its a capable swimmer.

EVOLUTIVE STAGE: Final.


#019

#020

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Tail Whip	○	Normal	Tackle
●	Normal	Focus Energy	●	Normal	Quick Attack
●	Dark	Pursuit	●	Dark	Bite
●	Normal	Scary Face	●	Dark	Sucker Punch
●	Normal	Hyper Fang	●	Dark	Assurance
●	Dark	Crunch	●	Normal	Double-Edge
●	Normal	Super Fang	●	Normal	Swords Dance
●	Normal	Endeavor	●	Normal	Stockpile
●	Normal	Swallow	●	Normal	Me First

#020 Raticate (Alola)

TYPE: Dark / Normal



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●○○
INSIGHT ●●○○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 25kg / 56 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Hustle & Thick Fat

Mouse Pokémon
Alolan Raticate command their Rattata underlings to bring them food every night.
Five star restaurants often struggle with these aggressive Pokémon nesting close to their grounds.

EVOLUTIVE STAGE: Final.


#019

#020

#021 Spearow

TYPE: Normal / Flying



STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 2kg / 4 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Keen Eye

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#021

#022

Tiny Bird Pokémon
Lives in flocks on grasslands. Very protective of its territory. It flaps its short wings to dart around at high speed. It is a little short-tempered – if disturbed, it will shriek, calling its flock for aid.

RANK	TYPE	MOVE NAME
○	Flying	Peck
●	Normal	Leer
●	Dark	Pursuit
○	Dark	Assurance
●	Flying	Mirror Move
◐	Flying	Roost
●	Flying	Tailwind
●	Flying	Feather Dance

RANK	TYPE	MOVE NAME
○	Normal	Growl
●	Normal	Fury Attack
●	Flying	Aerial Ace
○	Normal	Focus Energy
●	Psychic	Agility
◐	Flying	Drill Peck
●	Normal	Scary Face

#022 Fearow

TYPE: Normal / Flying



STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.2 m / 3'03"
WEIGHT: 40kg / 84 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Keen Eye

EVOLUTIVE STAGE: Final.


#021

#022

Beak Pokémon
Fearrows soar around wastelands and fields. It has the stamina to fly all day. It is easily annoyed and ill tempered. It attacks using its sharp beak to peck and pierce the foes.

RANK	TYPE	MOVE NAME
○	Flying	Peck
●	Normal	Leer
●	Dark	Pursuit
●	Ground	Drill Run
●	Flying	Mirror Move
●	Normal	Focus Energy
◐	Flying	Drill Peck
●	Flying	Sky Attack
●	Ghost	Curse

RANK	TYPE	MOVE NAME
○	Normal	Growl
●	Normal	Fury Attack
●	Flying	Aerial Ace
●	Flying	Pluck
●	Psychic	Agility
●	Dark	Assurance
◐	Flying	Roost
●	Normal	Scary Face

#023 Ekans

TYPE: Poison



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●●○○

HEIGHT: 2 m / 6'07"
WEIGHT: 20kg / 42 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Intimidate & Shed Skin

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#023

#024

Snake Pokémon
Lives on grasslands. Preys on Rattatas and Pokémon Eggs it finds. It's jaw can detach itself to swallow any prey whole. It coils and sleeps after eating. Ekans grow bigger with age.

RANK	TYPE	MOVE NAME
○	Normal	Wrap
●	Poison	Poison Sting
●	Normal	Glare
●	Poison	Acid
●	Normal	Spit up
●	Poison	Acid Spray
◐	Poison	Gastro Acid
◐	Ice	Haze
◐	Poison	Gunk Shot
●	Normal	Scary Face

RANK	TYPE	MOVE NAME
○	Normal	Leer
●	Dark	Bite
●	Normal	Screech
●	Normal	Stockpile
●	Normal	Swallow
●	Ground	Mud Bomb
◐	Poison	Belch
◐	Poison	Coil
●	Water	Aqua Tail
●	Normal	Disable

#024 Arbok

TYPE: Poison



STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 3.5m / 11'06"
WEIGHT: 65kg / 143 lbs

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Intimidate & Shed Skin

EVOLUTIVE STAGE: Final.


#023

#024

Cobra Pokémon
This Pokémon has an incredibly strong constricting power. Once it wraps its body around its foe, escaping is almost impossible. The pattern on its body glows in the dark like a terrifying face.

RANK	TYPE	MOVE NAME
○	Normal	Leer
●	Dark	Bite
●	Normal	Glare
●	Poison	Acid
●	Electric	Thunder Fang
●	Dark	Crunch
●	Normal	Spit up
●	Poison	Acid Spray
◐	Poison	Gastro Acid
◐	Ice	Haze
◐	Poison	Gunk Shot
●	Water	Aqua Tail

RANK	TYPE	MOVE NAME
○	Normal	Wrap
●	Poison	Poison Sting
●	Normal	Screech
●	Ice	Ice Fang
●	Fire	Fire Fang
●	Normal	Stockpile
●	Normal	Swallow
●	Ground	Mud Bomb
◐	Poison	Belch
◐	Poison	Coil
◐	Ghost	Spite
●	Steel	Iron Tail

#025 Pikachu

TYPE: Electric



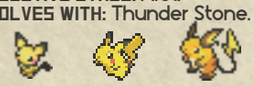
STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 6kg / 13 lbs

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Static & Lightning Rod

EVOLUTIVE STAGE: First.
EVOLVES WITH: Thunder Stone.


#172 #025 #026

Mouse Pokémon
Lives in small groups in forests but they tend to stay hidden. It stores electricity in the electric sacs on its cheeks and uses its tail to ground the excess charge. They can be stubborn and wary of strangers.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Electric	Thunder Shock		Normal	Tail Whip
	Normal	Growl		Normal	Play Nice
	Normal	Quick Attack		Electric	Thunder Wave
	Electric	Electro Ball		Normal	Double Team
	Electric	Nuzzle		Normal	Slam
	Electric	Spark		Electric	Thunderbolt
	Normal	Feint		Psychic	Agility
	Electric	Discharge		Psychic	Light Screen
	Electric	Thunder		Electric	Wild Charge
	Water	Surf		Electric	Volt Tackle
	Normal	Extreme Speed			

#026 Raichu

TYPE: Electric



STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 30kg / 66 lbs

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Static & Lightning Rod

EVOLUTIVE STAGE: Final.


#172 #025 #026

Mouse Pokémon
When electricity builds on its body, it starts to emit a faint glow and it becomes more aggressive than it normally is. They live in forests but are rare to find in the wild.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Electric	Thunder Shock		Normal	Tail Whip
	Normal	Quick Attack		Electric	Thunderbolt
	Normal	Fake Out		Normal	Wish
	Electric	Volt Tackle			

#026 Raichu (Alola)

TYPE: Electric Psychic



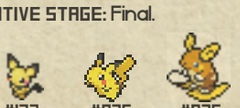
STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 21kg / 46 lbs

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Surge Surfer

EVOLUTIVE STAGE: Final.


#172 #025 #026

Mouse Pokémon
Scientists were baffled to discover Raichu's evolution in the Alola Region. There is no explanation as to how it gained Psychic abilities, but diet seems to be factor. It loves sweet food and pancakes.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Electric	Thunder Shock		Normal	Tail Whip
	Normal	Quick Attack		Electric	Thunderbolt
	Psychic	Psychic		Psychic	Speed Swap
	Electric	Electric Terrain		Psychic	Reflect
	Electric	Volt Tackle			

#027 Sandshrew

TYPE: Ground



STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 12kg / 26 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Sand Veil & Sand Rush

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#027 #028

Mouse Pokémon
They usually hide burrowed under caves and grasslands. A few have been sighted living in the desert. They are shy by nature – they dig and curl in a ball when facing a threat.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Scratch		Normal	Defense Curl
	Ground	Sand Attack		Poison	Poison Sting
	Rock	Rollout		Normal	Rapid Spin
	Normal	Swift		Bug	Fury Cutter
	Ground	Magnitude		Normal	Fury Swipes
	Ground	Sand Tomb		Ground	Dig
	Normal	Slash		Steel	Gyro Ball
	Normal	Swords Dance		Rock	Sandstorm
	Ground	Earthquake		Rock	Stealth Rock
	Ground	Bulldoze		Steel	Metal Claw

#027 Sandshrew (Alola)

TYPE: Ice / Steel



STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●○
INSIGHT ●○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 40kg / 88 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Snow Cloak & Slush Rush

Mouse Pokémon
Sandshrew who became trapped in the merciless cold weather of Alola had to change their types to survive. They now depend on snow to roll around, without it they are unable to curl up into a ball.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#027 #028

RANK	TYPE	MOVE NAME
	Normal	Scratch
	Normal	Bide
	Ice	Ice Ball
	Bug	Fury Cutter
	Normal	Swift
	Steel	Iron Defense
	Steel	Iron Head
	Normal	Swords Dance
	Ice	Blizzard
	Fight	Counter

RANK	TYPE	MOVE NAME
	Normal	Defense Curl
	Ice	Powder Snow
	Normal	Rapid Spin
	Steel	Metal Claw
	Normal	Fury Swipes
	Normal	Slash
	Steel	Gyro Ball
	Ice	Hail
	Normal	Chip Away
	Flying	Aerial Ace

#028 Sandslash

TYPE: Ground



STRENGTH ●●●○○
DEXTERITY ●●○
VITALITY ●●●○○
SPECIAL ●●○
INSIGHT ●●○

HEIGHT: 1m / 3'03"
WEIGHT: 45kg / 95 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Sand Veil & Sand Rush

Mouse Pokémon
It's less shy than its first stage. It curls up in a ball to protect itself from enemy attacks. Surprisingly, it is a good climber that uses its sharp claws for grip and drilling tunnels underground.

EVOLUTIVE STAGE: Final.


#027 #028

RANK	TYPE	MOVE NAME
	Normal	Scratch
	Ground	Sand Attack
	Rock	Rollout
	Normal	Swift
	Ground	Magnitude
	Normal	Crush Claw
	Ground	Dig
	Steel	Gyro Ball
	Dark	Night Slash
	Rock	Sandstorm
	Fight	Counter

RANK	TYPE	MOVE NAME
	Normal	Defense Curl
	Poison	Poison Sting
	Normal	Rapid Spin
	Bug	Fury Cutter
	Normal	Fury Swipes
	Ground	Sand Tomb
	Normal	Slash
	Normal	Swords Dance
	Ground	Earthquake
	Rock	Stealth Rock

#028 Sandslash (Alola)

TYPE: Ice / Steel



STRENGTH ●●●○○
DEXTERITY ●●○
VITALITY ●●●○○
SPECIAL ●○○
INSIGHT ●●○

HEIGHT: 1.2m / 4'00"
WEIGHT: 55kg / 121 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Snow Cloak & Slush Rush

Mouse Pokémon
These Pokémon make their burrows on Alola's ice caverns, hidden in plain sight. Careful with its spikes, any puncture into the skin and you can get severe frostbite. They can't stand high temperatures.

EVOLUTIVE STAGE: Final.


#027 #028

RANK	TYPE	MOVE NAME
	Ice	Icicle Spear
	Ice	Icicle Crash
	Normal	Defense Curl
	Steel	Metal Claw
	Fight	Counter

RANK	TYPE	MOVE NAME
	Steel	Metal Burst
	Normal	Slash
	Ice	Ice Ball
	Normal	Chip Away
	Ice	Aurora Veil

#029 Nidoran♀

TYPE: Poison



STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 7kg / 15 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Poison Point & Rivalry

Poison Pin Pokémon
A female only species. It lives close to meadows and forests. They are mellow Pokémon. To protect herself, she secretes a powerful toxin through her body. Her horn is small but venomus to the touch.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#029 #030 #031

RANK	TYPE	MOVE NAME
	Normal	Scratch
	Normal	Tail Whip
	Poison	Poison Sting
	Dark	Bite
	Poison	Toxic Spikes
	Dark	Flatter
	Dark	Crunch
	Fairy	Moonlight

RANK	TYPE	MOVE NAME
	Normal	Growl
	Fight	Double Kick
	Normal	Fury Swipes
	Normal	Helping Hand
	Poison	Poison Fang
	Normal	Captivate
	Normal	Lovely Kiss
	Fairy	Charm

#030 Nidorina

TYPE: Poison

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Scratch		Normal	Growl
	Normal	Tail Whip		Fight	Double Kick
	Poison	Poison Sting		Normal	Fury Swipes
	Dark	Bite		Normal	Helping Hand
	Poison	Toxic Spikes		Poison	Poison Fang
	Dark	Flatter		Normal	Captivate
	Dark	Crunch		Normal	Lovely Kiss
	Fairy	Moonlight		Fairy	Charm



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 20kg / 44 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Poison Point & Rivalry

Poison Pin Pokémon
Nidorinas are jealous creatures. They don't like other females near their mates. Otherwise, they are very social creatures. When it's around friends or family, its barbs are tucked away to prevent injury.

EVOLUTIVE STAGE: Second.
EVOLVES WITH: Moon Stone.



#031 Nidoqueen

TYPE: Poison Ground



STRENGTH ●●●○○○
DEXTERITY ●●○○○○
VITALITY ●●○○○○
SPECIAL ●●○○○○
INSIGHT ●●○○○○

HEIGHT: 1.3m / 4'03"
WEIGHT: 60kg / 132 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Poison Point & Rivalry

Drill Pokémon
Motherly by nature, it uses its scaly rugged body to seal the entrance of its nest and protect its young from predators. There are records of angry Nidoqueens sending people flying with a single tackle.

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Scratch		Normal	Growl
	Normal	Tail Whip		Fight	Double Kick
	Poison	Poison Sting		Normal	Chip Away
	Normal	Body Slam		Ground	Earth Power
	Poison	Poison Tail		Electric	Shock Wave
	Fight	Superpower		Ice	Icy Wind

#032 Nidoran♂

TYPE: Poison

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Flying	Peck		Normal	Leer
	Normal	Focus Energy		Fight	Double Kick
	Poison	Poison Sting		Normal	Fury Attack
	Normal	Horn Attack		Normal	Helping Hand
	Poison	Toxic Spikes		Poison	Poison Jab
	Dark	Flatter		Normal	Captivate
	Normal	Horn Drill		Normal	Lovely Kiss
	Normal	Morning Sun		Psychic	Confusion



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●○○○○
SPECIAL ●○○○○
INSIGHT ●○○○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 9kg / 20 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Poison Point & Rivalry

Poison Pin Pokémon
The male Nidoran has developed a great alertness to sounds. Its small body is covered in spikes that are drenched in venom when he's threatened. He will defend his mate and home fiercely.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



#033 Nidorino

TYPE: Poison



STRENGTH ●●○○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.9m / 2'11"
WEIGHT: 20kg / 44 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Poison Point & Rivalry

Poison Pin Pokémon
An independent and fierce creature. It roams alone in search for a mate and will compete with other males around. It will violently charge with a venom drenched horn against intruders.

EVOLUTIVE STAGE: Second.
EVOLVES WITH: Moon Stone.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Flying	Peck		Normal	Leer
	Normal	Focus Energy		Fight	Double Kick
	Poison	Poison Sting		Normal	Fury Attack
	Normal	Horn Attack		Normal	Helping Hand
	Poison	Toxic Spikes		Poison	Poison Jab
	Dark	Flatter		Normal	Captivate
	Normal	Horn Drill		Normal	Lovely Kiss
	Normal	Morning Sun		Steel	Smart Strike

#034 Nidoking

TYPE: Poison / Ground

RANK	TYPE	MOVE NAME
1	Flying	Peck
1	Normal	Focus Energy
1	Normal	Chip Away
1	Ground	Drill Run
1	Poison	Poison Tail
1	Rock	Head Smash

RANK	TYPE	MOVE NAME
1	Poison	Poison Sting
1	Fight	Double Kick
1	Ground	Earth Power
1	Bug	Megahorn
1	Normal	Thrash



STRENGTH ●●●○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1.4 m / 4'07"
WEIGHT: 62kg / 136 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Poison Point & Rivalry

Drill Pokémon
It is recognized by its rock-hard hide and its extended horn. Be careful with the horn as it contains venom. There are records of one trampling and destroying a radio tower that was being built on his territory.

EVOLUTIVE STAGE: Final.



#035 Clefairy

TYPE: Fairy



STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 7kg / 16 lbs

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Cute Charm & Magic Guard

Fairy Pokémon
Very rare to find. Clefairies are said to come from the moon. They are drawn to the light of this celestial body and come out of hiding at night to dance and play in the moonlight.

EVOLUTIVE STAGE: Second.
EVOLVES WITH: Moon Stone.



RANK	TYPE	MOVE NAME
1	Normal	Growl
1	Normal	Sing
1	Normal	Double Slap
1	Normal	Defense Curl
1	Normal	Bestow
1	Normal	Minimize
1	Normal	After You
1	Normal	Spotlight
1	Normal	Lucky Chant
1	Fairy	Moonlight
1	Psychic	Gravity
1	Psychic	Healing Wish
1	Normal	Heal Bell

RANK	TYPE	MOVE NAME
1	Normal	Pound
1	Fairy	Disarming Voice
1	Normal	Encore
1	Normal	Metronome
1	Normal	Follow Me
1	Fight	Wake-Up Slap
1	Psychic	Stored Power
1	Psychic	Cosmic Power
1	Normal	Body Slam
1	Fairy	Moonblast
1	Steel	Meteor Mash
1	Normal	Swift
1	Psychic	Heal Pulse

#036 Clefable

TYPE: Fairy

RANK	TYPE	MOVE NAME
1	Normal	Spotlight
1	Fairy	Moonblast
1	Normal	Double Slap
1	Normal	Metronome
1	Normal	Wish

RANK	TYPE	MOVE NAME
1	Normal	Sing
1	Normal	Minimize
1	Fight	Drain Punch
1	Psychic	Heal Pulse



STRENGTH ●●○○○
DEXTERITY ●●○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 1.3m / 4'03"
WEIGHT: 40kg / 88 lbs

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Cute Charm & Magic Guard

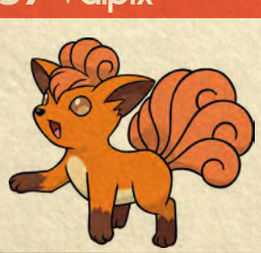
Fairy Pokémon
There are not many records about it in the wild. They are timid but playful. Clefable uses its wings to skip lightly as if it was flying. Its bouncy step lets it walk on water. On quiet, moonlit nights, it strolls near lakes.

EVOLUTIVE STAGE: Final.



#037 Vulpix

TYPE: Fire



STRENGTH ●○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 10kg / 22 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Flash Fire & Drought

Fox Pokémon
It is born with just one tail. As it grows, its single white tail gains color and splits into six. It is quite warm and cuddly - very popular with the ladies. It is, however, uncommon to see one in the wild.

EVOLUTIVE STAGE: First.
EVOLVES WITH: Fire Stone.



RANK	TYPE	MOVE NAME
1	Fire	Ember
1	Normal	Roar
1	Normal	Quick Attack
1	Ghost	Confuse Ray
1	Dark	Feint Attack
1	Fire	Will-o-Wisp
1	Dark	Payback
1	Normal	Safeguard
1	Normal	Captivate
1	Fire	Fire Blast
1	Normal	Pain Split
1	Fire	Heat Wave

RANK	TYPE	MOVE NAME
1	Normal	Tail Whip
1	Fairy	Baby-Doll Eyes
1	Fire	Fire Spin
1	Psychic	Imprison
1	Fire	Flame Burst
1	Ghost	Hex
1	Psychic	Extrasensory
1	Fire	Flamethrower
1	Ghost	Grudge
1	Fire	Inferno
1	Ghost	Spite

#037 Vulpix (Alola)

TYPE: Ice



STRENGTH ●○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●●○○

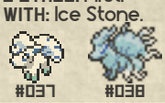
HEIGHT: 0.6m / 2'00"
WEIGHT: 10kg / 22 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Snow Cloak & Snow Warning

Fox Pokémon
The Vulpix who became stranded in Alola had to change type in order to survive. Alola's local name for this Pokémon is Keokeo.
They use their tails as a fan to cool themselves in hot climates.

EVOLUTIVE STAGE: First.
EVOLVES WITH: Ice Stone.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Ice	Powder Snow	○	Normal	Tail Whip
○	Normal	Roar	○	Fairy	Baby-Doll Eyes
○	Ice	Ice Shard	○	Ghost	Confuse Ray
○	Ice	Icy Wind	○	Dark	Payback
○	Ice	Mist	○	Dark	Feint Attack
○	Psychic	Imprison	○	Ice	Aurora Beam
○	Psychic	Extrasensory	○	Ghost	Hex
○	Ice	Ice Beam	○	Normal	Safeguard
○	Normal	Captivate	○	Ghost	Grudge
○	Ice	Blizzard	○	Ice	Sheer Cold
○	Fairy	Moonblast	○	Ghost	Spite
○	Ice	Freeze Dry			

#038 Ninetales

TYPE: Fire



STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○○

HEIGHT: 1.1m / 3'07"
WEIGHT: 20kg / 44 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Flash Fire & Drought

Fox Pokémon
It is known to understand human speech. It is very valued for its exhuberant golden fur and the mystical power of its nine tails. It is, however, known to hold a grudge against those who mistreat it.

EVOLUTION: Final Form.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Psychic	Imprison	○	Dark	Nasty Plot
○	Fire	Flame Thrower	○	Ghost	Confuse Ray
○	Normal	Quick Attack	○	Normal	Safeguard
○	Psychic	Hypnosis	○	Normal	Pain Split
○	Fire	Heat Wave			

#038 Ninetales (Alola)

TYPE: Ice / Fairy



STRENGTH ●●○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○○

HEIGHT: 1.1m / 3'07"
WEIGHT: 20kg / 44 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Snow Cloak & Snow Warning

Fox Pokémon
In old times, Alolan natives revered this Pokémon as a god incarnate.
It is usually calm and benevolent, but it can be ruthless when disturbed, leaving its foes as a cold block of ice in the snow.

EVOLUTIVE STAGE: Final.



	TYPE	MOVE NAME		TYPE	MOVE NAME
○	Fairy	Dazzling Gleam	○	Psychic	Imprison
○	Dark	Nasty Plot	○	Ice	Ice Beam
○	Ice	Ice Shard	○	Ghost	Confuse Ray
○	Normal	Safeguard	○	Psychic	Agility
○	Fairy	Moonblast	○	Ice	Aurora Veil

#039 Jigglypuff

TYPE: Normal / Fairy



STRENGTH ●●○○
DEXTERITY ●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●○○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 5kg / 12 lbs

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Cute Charm & Competitive

Balloon Pokémon
They live in grassy fields near the mountains. To climb they inflate their bodies and bounce up. It captivates foes with its huge, round eyes, then lulls them to sleep by singing a sweet soothing melody.

EVOLUTIVE STAGE: Second.
EVOLVES WITH: Moon Stone.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Sing	○	Normal	Pound
○	Normal	Defense Curl	○	Normal	Play Nice
○	Normal	Round	○	Normal	Disable
○	Rock	Rollout	○	Normal	Double Slap
○	Normal	Stockpile	○	Normal	Spit Up
○	Normal	Swallow	○	Fairy	Disarming Voice
○	Normal	Body Slam	○	Steel	Gyro Ball
○	Fight	Wake-Up Slap	○	Psychic	Rest
○	Normal	Hyper Voice	○	Normal	Mimic
○	Normal	Double-Edge	○	Dark	Fake Tears
○	Psychic	Heal Pulse			

#040 Wigglytuff

TYPE: Normal / Fairy

RANK	TYPE	MOVE NAME
	Normal	Double Slap
	Normal	Sing
	Normal	Defense Curl
	Dark	Fake Tears
	Psychic	Heal Pulse

RANK	TYPE	MOVE NAME
	Fairy	Play Rough
	Normal	Disable
	Normal	Double-Edge
	Normal	Scary Face



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 1m / 3'03"
WEIGHT: 12kg / 26 lbs

BASE HP: 7
SUGGESTED RANK: Amateur

ABILITIES: Cute Charm & Competitive

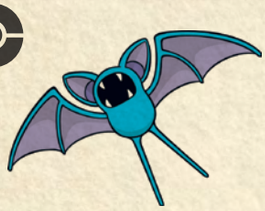
Balloon Pokémon
Its fur is extremely fine and conveys an image of luxury. Its body is soft and rubbery. When angered, it will suck the air and inflate itself to an enormous size. It is a favorite pet and a nurse Pokémon.

EVOLUTIVE STAGE: Final.



#041 Zubat

TYPE: Poison / Flying



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 7kg / 16 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Inner Focus

Bat Pokémon
It lives in dark caves all around the world. Prolonged exposure to the sun will make it unhealthy. It is blind but uses echolocation to find its way. At night, they leave their cave to feed on fruit and bug Pokémon.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME
	Grass	Absorb
	Ghost	Astonish
	Flying	Wing Attack
	Flying	Air Cutter
	Poison	Poison Fang
	Bug	Leech Life
	Ice	Haze
	Flying	Air Slash
	Dark	Nasty Plot
	Poison	Venom Drench

RANK	TYPE	MOVE NAME
	Normal	Supersonic
	Dark	Bite
	Ghost	Confuse Ray
	Normal	Swift
	Normal	Mean Look
	Flying	Acrobatics
	Poison	Venoshock
	Fight	Quick Guard
	Normal	Super Fang

#042 Golbat

TYPE: Poison / Flying

RANK	TYPE	MOVE NAME
	Grass	Absorb
	Normal	Supersonic
	Dark	Bite
	Ghost	Confuse Ray
	Normal	Swift
	Normal	Mean Look
	Flying	Acrobatics
	Poison	Venoshock
	Fight	Quick Guard
	Normal	Super Fang

RANK	TYPE	MOVE NAME
	Flying	Wing Attack
	Ghost	Astonish
	Normal	Screech
	Flying	Air Cutter
	Poison	Poison Fang
	Bug	Leech Life
	Ice	Haze
	Flying	Air Slash
	Dark	Nasty Plot
	Poison	Venom Drench



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.6 m / 5'03"
WEIGHT: 55kg / 121 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Inner Focus

Bat Pokémon
A stealthy Pokémon who loves the dark. Its fangs can puncture even a thick hide. It loves to feast on the blood of people and Pokémon alike. If it drinks too much, it gets heavy and can hardly fly.

EVOLUTIVE STAGE: Second.
EVOLVES WITH: Happiness 4.



#043 Oddish

TYPE: Grass / Poison



STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 5kg / 12 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Chlorophyll

Weed Pokémon
This Pokémon grows by absorbing moonlight. During daytime, it buries itself in the ground, leaving only its leaves exposed to avoid detection by its predators. You can locate it by the smell its leaves release.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME
	Normal	Growth
	Normal	Sweet Scent
	Poison	Poison Powder
	Grass	Sleep Powder
	Normal	Lucky Chant
	Fairy	Moonlight
	Grass	Petal Dance
	Grass	Grassy Terrain
	Poison	Gastro Acid

RANK	TYPE	MOVE NAME
	Grass	Absorb
	Poison	Acid
	Grass	Stun Spore
	Grass	Mega Drain
	Normal	Natural Gift
	Grass	Giga Drain
	Fairy	Moonblast
	Fairy	Charm
	Normal	Endure

#044 Gloom

TYPE: Grass / Poison

RANK	TYPE	MOVE NAME
1	Normal	Growth
2	Normal	Sweet Scent
3	Poison	Poison Powder
4	Grass	Sleep Powder
5	Normal	Lucky Chant
6	Poison	Toxic
7	Grass	Giga Drain
8	Grass	Petal Dance
9	Fairy	Charm
10	Normal	Endure

RANK	TYPE	MOVE NAME
1	Grass	Absorb
2	Poison	Acid
3	Grass	Stun Spore
4	Grass	Mega Drain
5	Normal	Natural Gift
6	Fairy	Moonlight
7	Grass	Petal Blizzard
8	Grass	Grassy Terrain
9	Poison	Gastro Acid



STRENGTH ●●○○○
DEXTERITY ●●○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

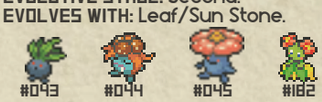
HEIGHT: 0.8m / 2'07"
WEIGHT: 9kg / 19 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Chlorophyll

Weed Pokémon
A horribly noxious honey drools from its mouth. One whiff of the honey can result in sickness. Some fans are said to enjoy its overwhelming stink, though. You can control this foul smell with lots of love and care.

EVOLUTIVE STAGE: Second.
EVOLVES WITH: Leaf/Sun Stone.



#045 Vileplume

TYPE: Grass / Poison



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●●○○
INSIGHT ●●○○○

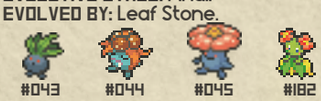
HEIGHT: 1.2m / 4'00"
WEIGHT: 19kg / 41 lbs

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Chlorophyll

Flower Pokémon
It lives in marshlands and jungles where it's often mistaken for local flora. The air around a Vileplume turns yellow with the powder it releases as it walks. The pollen is highly toxic and causes paralysis.

EVOLUTIVE STAGE: Final.
EVOLVED BY: Leaf Stone.



RANK	TYPE	MOVE NAME
1	Grass	Mega Drain
2	Poison	Poison Powder
3	Grass	Petal Dance
4	Grass	Solar Beam
5	Grass	Seed Bomb

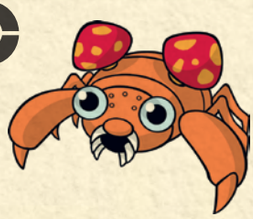
RANK	TYPE	MOVE NAME
1	Grass	Aromatherapy
2	Grass	Stun Spore
3	Grass	Petal Blizzard
4	Normal	Swords Dance
5	Fight	Drain Punch

#046 Paras

TYPE: Bug / Grass

RANK	TYPE	MOVE NAME
1	Normal	Scratch
2	Poison	Poison Powder
3	Bug	Fury Cutter
4	Normal	Slash
5	Grass	Giga Drain
6	Bug	Rage Powder
7	Rock	Wide Guard
8	Grass	Leech Seed

RANK	TYPE	MOVE NAME
1	Grass	Stun Spore
2	Grass	Absorb
3	Grass	Spore
4	Normal	Growth
5	Grass	Aromatherapy
6	Bug	X-Scissor
7	Ground	Rototiller



STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 5kg / 12 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Effect Spore & Dry Skin

Mushroom Pokémon
Paras has two parasitic mushrooms growing on its back. They grow large by drawing nutrients from this Bug Pokémon. They are valued as a medicine for prolonging life. Paras can be found in humid areas.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



#047 Parasect

TYPE: Bug / Grass



STRENGTH ●●●○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1m / 3'03"
WEIGHT: 30kg / 65 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Effect Spore & Dry Skin

Mushroom Pokémon
Their personality changes after evolution since the mushroom takes over its mind. Its body is now a husk devoid of nutrients. To survive they cling to a tree and absorb the nutrients until the tree dies.

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME
1	Normal	Scratch
2	Grass	Absorb
3	Poison	Cross Poison
4	Grass	Spore
5	Normal	Growth
6	Grass	Aromatherapy
7	Bug	X-Scissor
8	Grass	Synthesis

RANK	TYPE	MOVE NAME
1	Grass	Stun Spore
2	Poison	Poison Powder
3	Bug	Fury Cutter
4	Normal	Slash
5	Grass	Giga Drain
6	Bug	Rage Powder
7	Psychic	Psybeam
8	Grass	Seed Bomb

#048 Venonat

TYPE: Bug / Poison

RANK	TYPE	MOVE NAME
1	Normal	Tackle
5	Normal	Disable
9	Psychic	Confusion
13	Bug	Leech Life
17	Psychic	Psybeam
21	Bug	Signal Beam
25	Grass	Sleep Powder
29	Psychic	Agility
33	Grass	Giga Drain
37	Normal	Foresight
41	Normal	Supersonic
45	Poison	Poison Powder
49	Grass	Stun Spore
53	Poison	Poison Fang
57	Psychic	Zen Headbutt
61	Psychic	Psychic
65	Normal	Baton Pass



HEIGHT: 1m / 3'03"
WEIGHT: 30kg / 66 lbs

Insect Pokémon
It lives in the holes of trees in dense forests and jungles. Its large eyes never fail to spot even miniscule prey. Sometimes Venonat uses its powers to confuse travelers and make them lose their way.

STRENGTH ●●○
DEXTERITY ●○○
VITALITY ●●○
SPECIAL ●●○
INSIGHT ●●○

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Compoundeyes & Tinted Lens

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.


#048 #049

#049 Venomoth

TYPE: Bug / Poison



HEIGHT: 1.5m / 5'00"
WEIGHT: 13kg / 28 lbs

Poison Moth Pokémon
They are plentiful in forests but only come out at night. They possess an incredible eyesight and are attracted to light sources. Their wings scatter a toxic powder which they use to immobilize their prey.

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Shield Dust & Tinted Lens

EVOLUTIVE STAGE: Final.


#048 #049

RANK	TYPE	MOVE NAME
1	Normal	Foresight
5	Psychic	Confusion
9	Bug	Silver Wind
13	Poison	Poison Fang
17	Bug	Leech Life
21	Psychic	Psybeam
25	Bug	Signal Beam
29	Bug	Bug Buzz
33	Grass	Giga Drain
37	Flying	Defog
41	Normal	Disable
45	Normal	Supersonic
49	Bug	Quiver Dance
53	Poison	Poison Powder
57	Grass	Stun Spore
61	Grass	Sleep Powder
65	Psychic	Zen Headbutt
69	Psychic	Psychic
73	Normal	Morning Sun

#050 Diglett

TYPE: Ground

RANK	TYPE	MOVE NAME
1	Normal	Scratch
5	Normal	Growl
9	Ground	Mud Slap
13	Ground	Bulldoze
17	Ground	Mud Bomb
21	Ground	Dig
25	Ground	Earthquake
29	Normal	Screech
33	Dark	Feint Attack
37	Ground	Sand Attack
41	Ghost	Astonish
45	Ground	Magnitude
49	Dark	Sucker Punch
53	Ground	Earth Power
57	Normal	Slash
61	Ground	Fissure
65	Rock	Stealth Rock



HEIGHT: 0.2m / 0'08"
WEIGHT: 0.8kg / 2 lbs

Mole Pokémon
It prefers dark places and spends most of its time underground. It has a very thin skin. It's frail and has problems regulating its own temperature. Keep it burrowed or it will get sick.

STRENGTH ●●○
DEXTERITY ●●●○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Sand Veil & Arena Trap

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#050 #051

#050 Diglett (Alola)

TYPE: Ground / Steel

RANK	TYPE	MOVE NAME
1	Ground	Sand Attack
5	Normal	Growl
9	Ground	Mud Slap
13	Ground	Bulldoze
17	Ground	Mud Bomb
21	Ground	Dig
25	Ground	Earthquake
29	Dark	Feint Attack
33	Normal	Thrash
37	Steel	Metal Claw
41	Ghost	Astonish
45	Ground	Magnitude
49	Dark	Sucker Punch
53	Ground	Earth Power
57	Steel	Iron Head
61	Ground	Fissure
65	Steel	Metal Sound



HEIGHT: 0.2m / 0'08"
WEIGHT: 1kg / 2 lbs

Mole Pokémon
This variant of Diglett is only found in the Alola region. The small hairs on its head are used perceive its surroundings while burrowed, do not cut them or Diglett will become very sick.

STRENGTH ●●○
DEXTERITY ●●○○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●●○

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Sand Veil & Tangling Hair

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#050 #051

#051 Dugtrio

TYPE: Ground



STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 33kg / 73 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Sand Veil & Arena Trap

EVOLUTIVE STAGE: Final.


#050

#051

Mole Pokémon
Because the triplets originally split from one body, they think exactly alike. They work together to dig endlessly through the ground.
They are known for destroying the foundations of roads and buildings.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Scratch	○	Ground	Sand Attack
○	Normal	Growl	○	Ghost	Astonish
○	Ground	Mud Slap	○	Ground	Magnitude
○	Ground	Bulldoze	○	Ground	Earth Power
○	Ground	Mud Bomb	○	Ground	Rototiller
○	Ground	Dig	○	Normal	Tri Attack
○	Ground	Sand Tomb	○	Dark	Night Slash
○	Dark	Sucker Punch	○	Normal	Slash
○	Ground	Earthquake	○	Ground	Fissure
○	Rock	Rock Slide	○	Rock	Ancient Power
○	Rock	Stealth Rock			

#051 Dugtrio (Alola)

TYPE: Ground / Steel



STRENGTH ●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 66kg / 146 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Sand Veil & Tangling Hair

EVOLUTIVE STAGE: Final.


#050

#051

Mole Pokémon
Thanks to its golden mane, this Pokémon has been revered as a femenine diety. The triplets groom each other to help keep the hair glossy and dirt-free, they don't like to be petted.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Ground	Sand Attack	○	Steel	Metal Claw
○	Normal	Growl	○	Ghost	Astonish
○	Ground	Mud Slap	○	Ground	Rototiller
○	Ground	Dig	○	Normal	Tri Attack
○	Ground	Sand Tomb	○	Ground	Magnitude
○	Ground	Bulldoze	○	Ground	Earth Power
○	Ground	Mud Bomb	○	Dark	Night Slash
○	Dark	Sucker Punch	○	Steel	Iron Head
○	Ground	Earthquake	○	Ground	Fissure
○	Rock	Ancient Power	○	Normal	Thrash
○	Rock	Stone Edge			

#052 Meowth

TYPE: Normal



STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 4kg / 9 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Pick up & Technician

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#052

#053

Scratch Cat Pokémon
They used to live in grasslands but have adapted really well to life in the city. Shiny things facinate them and they keep a little treasure hidden. The coin on its head is its most prized possesion.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Scratch	○	Normal	Growl
○	Dark	Bite	○	Normal	Fake Out
○	Normal	Fury Swipes	○	Normal	Screech
○	Dark	Feint Attack	○	Dark	Taunt
○	Normal	Pay Day	○	Normal	Slash
○	Normal	Captivate	○	Dark	Assurance
○	Dark	Nasty Plot	○	Dark	Night Slash
○	Normal	Feint	○	Fairy	Charm
○	Normal	Sing	○	Dark	Snatch

#052 Meowth (Alola)

TYPE: Dark



STRENGTH ●○○
DEXTERITY ●●○○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 4kg / 9 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Pick up & Technician

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#052

#053

Scratch Cat Pokémon
In old times, Meowth were taken to Alola as gifts for the tribe's royals, this caused them to become incredibly greedy and pampered. Nowdays they are feral, but their prideful nature remained.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Scratch	○	Normal	Growl
○	Dark	Bite	○	Normal	Fake Out
○	Normal	Fury Swipes	○	Normal	Screech
○	Dark	Feint Attack	○	Dark	Taunt
○	Normal	Pay Day	○	Normal	Slash
○	Dark	Dark Pulse	○	Dark	Nasty Plot
○	Normal	Captivate	○	Dark	Night Slash
○	Normal	Feint	○	Dark	Assurance
○	Fairy	Charm	○	Ghost	Spite
○	Dark	Flatter			

#053 Persian



TYPE: Normal

STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.1m / 3'03"
WEIGHT: 32kg / 70 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Limber & Technician

EVOLUTIVE STAGE: Final.


#052

#053

Classy Cat Pokémon
They are proud and temperamental. They scratch their trainers with little to no provocation whatsoever. Their elegance and grace is very valued, although they can be vicious hunters.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Scratch		Normal	Growl
	Dark	Bite		Normal	Fake Out
	Normal	Fury Swipes		Normal	Captivate
	Fairy	Play Rough		Normal	Screech
	Dark	Feint Attack		Dark	Taunt
	Normal	Swift		Rock	Power Gem
	Normal	Slash		Dark	Switcheroo
	Dark	Assurance		Dark	Nasty Plot
	Dark	Night Slash		Normal	Feint
	Psychic	Hypnosis		Psychic	Amnesia
	Normal	Assist			

#053 Persian (Alola)



TYPE: Dark

STRENGTH ●●○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 1.1m / 3'03"
WEIGHT: 33kg / 72 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Fur Coat & Technician

EVOLUTIVE STAGE: Final.


#052

#053

Classy Cat Pokémon
They were bred for their silky fur and round faces, not for their temperament. This is an extremely proud Pokémon who will look down to anyone but itself, despite this, it's very popular among Alola's elite.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Scratch		Normal	Growl
	Dark	Bite		Normal	Fake Out
	Normal	Fury Swipes		Normal	Screech
	Normal	Swift		Dark	Switcheroo
	Fairy	Play Rough		Normal	Captivate
	Dark	Feint Attack		Dark	Taunt
	Rock	Power Gem		Normal	Slash
	Dark	Dark Pulse		Dark	Assurance
	Dark	Nasty Plot		Dark	Night Slash
	Normal	Feint		Dark	Quash
	Dark	Parting Shot		Dark	Snarl
	Dark	Torment			

#054 Psyduck



TYPE: Water

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.8 m / 2'07"
WEIGHT: 20kg / 44 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Damp & Cloud Nine

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#054

#055

Duck Pokémon
It lives near lakes and ponds but it's not very good at swimming. It is always tormented by headaches that worsen when it uses psychic powers. Psyducks seem unaware of their own power.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Water	Water Sport		Normal	Scratch
	Normal	Tail Whip		Water	Water Gun
	Normal	Disable		Psychic	Confusion
	Water	Water Pulse		Normal	Fury Swipes
	Normal	Screech		Psychic	Zen Headbutt
	Water	Aqua Tail		Water	Soak
	Psychic	Amnesia		Normal	Psych Up
	Water	Hydro Pump		Psychic	Wonder Room
	Poison	Clear Smog		Ghost	Confuse Ray
	Psychic	Future Sight			

#055 Golduck



TYPE: Water

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 1.7m / 5'07"
WEIGHT: 76kg / 170 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Damp & Cloud Nine

EVOLUTIVE STAGE: Final.


#054

#055

Duck Pokémon
A Golduck is an adept swimmer and can be found near most bodies of water. Its forehead shimmers with light when using its psychic abilities. There are records of wild Golducks that rescued people in the water.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Water	Water Sport		Normal	Scratch
	Normal	Tail Whip		Water	Water Gun
	Normal	Disable		Psychic	Confusion
	Psychic	Amnesia		Water	Aqua Jet
	Water	Water Pulse		Normal	Fury Swipes
	Normal	Screech		Water	Soak
	Psychic	Zen Headbutt		Normal	Psych Up
	Normal	Me First		Water	Hydro Pump
	Psychic	Wonder Room		Normal	Tri Attack
	Ghost	Confuse Ray		Psychic	Future Sight

#056 Mankey

TYPE: Fight



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Normal	Covet	1	Normal	Scratch
2	Fight	Low Kick	2	Normal	Leer
3	Normal	Focus Energy	3	Normal	Fury Swipes
4	Dark	Pursuit	4	Fight	Karate Chop
5	Fight	Seismic Toss	5	Normal	Screech
6	Dark	Assurance	6	Normal	Swagger
7	Fight	Cross Chop	7	Normal	Thrash
8	Ground	Stomping Tantrum	8	Dark	Punishment
9	Dragon	Outrage	9	Fight	Close Combat
10	Fight	Final Gambit	10	Psychic	Meditate
11	Dragon	Dual Chop	11	Dark	Beat Up

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 28kg / 61 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Vital Spirit & Anger Point

Pig Monkey Pokémon
It lives on the mountains or at the top of fruit trees. Light and agile on its feet and ferocious in temperament. When it gets angry, it goes into a frenzy and cannot be controlled.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.



#057 Primeape

TYPE: Fight



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Normal	Scratch	1	Normal	Fling
2	Normal	Focus Energy	2	Normal	Leer
3	Normal	Swagger	3	Normal	Fury Swipes
4	Dark	Pursuit	4	Fight	Karate Chop
5	Fight	Seismic Toss	5	Normal	Screech
6	Dark	Assurance	6	Normal	Rage
7	Fight	Final Gambit	7	Fight	Cross Chop
8	Normal	Thrash	8	Ground	Stomping Tantrum
9	Dark	Punishment	9	Dragon	Outrage
10	Fight	Close Combat	10	Dark	Night Slash
11	Psychic	Meditate	11	Fire	Overheat

STRENGTH ●●●○○
DEXTERITY ●●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1m / 3'03"
WEIGHT: 32kg / 70 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Vital Spirit & Anger Point

Pig Monkey Pokémon
It grows angry if you see its eyes and gets angrier if you run. If you fight it will go mad with rage.
Not many trainers are capable of handling it, the angrier it gets the less intelligent it becomes.

EVOLUTIVE STAGE: Final.



#058 Growlithe

TYPE: Fire



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Normal	Roar	1	Dark	Bite
2	Fire	Ember	2	Normal	Leer
3	Normal	Odor Sleuth	3	Normal	Helping Hand
4	Fire	Flame Wheel	4	Fight	Reversal
5	Fire	Fire Fang	5	Normal	Take Down
6	Fire	Flame Burst	6	Psychic	Agility
7	Normal	Retaliate	7	Fire	Flamethrower
8	Dark	Crunch	8	Fire	Heat Wave
9	Dragon	Outrage	9	Fire	Flare Blitz
10	Normal	Howl	10	Fight	Close Combat
11	Fairy	Charm			

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

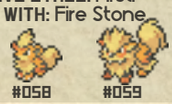
HEIGHT: 0.7m / 2'04"
WEIGHT: 19kg / 41 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Intimidate & Flash Fire

Puppy Pokémon
Friendly, loyal and fearless to defend its trainer. These traits have gained them a place working as police Pokémon. They are uncommon in the wild but some packs can be seen in hot environments.

EVOLUTIVE STAGE: First.
EVOLES WITH: Fire Stone.



#059 Arcanine

TYPE: Fire



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Normal	Roar	1	Dark	Bite
2	Normal	Odor Sleuth	2	Electric	Thunder Fang
3	Fire	Fire Fang	3	Fire	Burn Up
4	Normal	Extreme Speed	4	Normal	Morning Sun
5	Dragon	Dragon Pulse	5	Electric	Wild Charge

STRENGTH ●●●○○
DEXTERITY ●●●○○
VITALITY ●●○○○
SPECIAL ●●●○○
INSIGHT ●●○○○

HEIGHT: 1.9m / 6'03"
WEIGHT: 155kg / 340 lbs

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Intimidate & Flash Fire

Legendary Pokémon
Its proud and regal appearance has made it be revered by people of ancient societies. Its magnificent bark conveys a sense of majesty. Anyone in front of Arcanine can't help but stare in awe.

EVOLUTIVE STAGE: Final.



#060 Poliwag

TYPE: Water



RANK	TYPE	MOVE NAME
1	Water	Water Sport
5	Psychic	Hypnosis
9	Normal	Double Slap
13	Normal	Body Slam
17	Ground	Mud Shot
21	Fight	Wake-Up Slap
25	Ground	Mud Bomb
29	Normal	Mind Reader

RANK	TYPE	MOVE NAME
1	Water	Water Gun
4	Water	Bubble
8	Water	Rain Dance
12	Water	Bubble Beam
16	Normal	Belly Drum
20	Water	Hydro Pump
24	Ice	Icy Wind
28	Normal	Refresh

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 12kg / 26 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Water Absorb & Damp

Tadpole Pokémon
They are most common near ponds and lakes during the summer. Its legs take some weeks to develop after it hatches, making it inept at walking. It is, however, a very fast swimmer.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



#061 Poliwhirl

TYPE: Water



RANK	TYPE	MOVE NAME
1	Water	Water Sport
5	Psychic	Hypnosis
9	Normal	Double Slap
13	Normal	Body Slam
17	Ground	Mud Shot
21	Fight	Wake-Up Slap
25	Ground	Mud Bomb
29	Normal	Mind Reader

RANK	TYPE	MOVE NAME
1	Water	Water Gun
4	Water	Bubble
8	Water	Rain Dance
12	Water	Bubble Beam
16	Normal	Belly Drum
20	Water	Hydro Pump
24	Ice	Ice Punch
28	Normal	Refresh

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

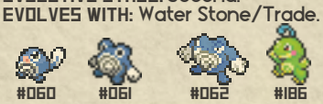
HEIGHT: 1m / 3'03"
WEIGHT: 20kg / 44 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Water Absorb & Damp

Tadpole Pokémon
Though it is skilled at walking, it prefers to live underwater where there's less danger. It sweats to keep its skin moist. Thanks to this, it can easily slip out of the clutches of any enemy.

EVOLUTIVE STAGE: Second.
EVOLVES WITH: Water Stone/Trade.



#062 Poliwrath

TYPE: Water Fight



RANK	TYPE	MOVE NAME
1	Fight	Circle Throw
5	Water	Bubble Beam
9	Fight	Submission
13	Normal	Mind Reader
17	Fight	Seismic Toss

RANK	TYPE	MOVE NAME
1	Psychic	Hypnosis
4	Normal	Double Slap
8	Fight	Dynamic Punch
12	Ice	Ice Punch
16	Fight	Counter

STRENGTH ●●●○○○
DEXTERITY ●●○○○○
VITALITY ●●●○○○
SPECIAL ●●○○○○
INSIGHT ●●○○○○

HEIGHT: 1.3 m / 4'03"
WEIGHT: 54kg / 120 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Water Absorb & Damp

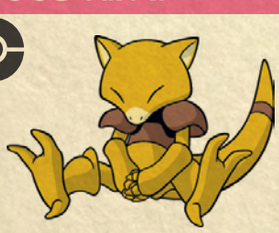
Tadpole Pokémon
It's not common to find it in the wild. Most sightings take place when it is on land. Once he is inside the water, it will swim far away. This Pokémon is an outstanding swimmer, capable of beating any human.

EVOLUTIVE STAGE: Final.



#063 Abra

TYPE: Psychic



RANK	TYPE	MOVE NAME
1	Psychic	Teleport
5	Bug	Signal Beam

RANK	TYPE	MOVE NAME
1	Normal	Mimic
4	Normal	Metronome

STRENGTH ●○○○○
DEXTERITY ●●○○○○
VITALITY ●○○○○
SPECIAL ●●●○○○
INSIGHT ●○○○○

HEIGHT: 0.9m / 3'00"
WEIGHT: 19kg / 43 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Synchronize & Inner Focus

Psi Pokémon
They are attracted to the cities and tend to live close to humans. Its Psychic abilities are still developing, it can sleep up to 18 hours a day or else it won't be able to use them. When in danger, it teleports away.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



#064 Kadabra

TYPE: Psychic



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Psychic	Teleport		Psychic	Kinesis
	Psychic	Confusion		Normal	Disable
	Psychic	Miracle Eye		Psychic	Ally Switch
	Psychic	Psybeam		Psychic	Reflect
	Psychic	Telekinesis		Psychic	Role Play
	Psychic	Psycho Cut		Normal	Recover
	Psychic	Psychic		Psychic	Future Sight
	Psychic	Trick		Dark	Snatch
	Dark	Foul Play		Psychic	Wonder Room

HEIGHT: 1.3m / 4'03"
WEIGHT: 56kg / 124 lbs

Psi Pokémon
Kadabra holds a silver spoon in its hand. The spoon is used to amplify the alpha waves of its brain.
When this Pokémon walks in, objects near to it go crazy, moving in ways they shouldn't.

STRENGTH
DEXTERITY
VITALITY
SPECIAL
INSIGHT

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES:
Synchronize & Inner Focus

EVOLUTIVE STAGE: Second.
EVOLVES WITH: Trade.



#065 Alakazam

TYPE: Psychic



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
	Psychic	Teleport		Psychic	Kinesis
	Psychic	Confusion		Normal	Disable
	Psychic	Miracle Eye		Psychic	Ally Switch
	Psychic	Psybeam		Psychic	Reflect
	Psychic	Telekinesis		Psychic	Role Play
	Psychic	Psycho Cut		Normal	Recover
	Psychic	Psychic		Psychic	Future Sight
	Psychic	Trick		Dark	Snatch
	Dark	Foul Play		Psychic	Wonder Room

HEIGHT: 1.5m / 5'00"
WEIGHT: 48kg / 105 lbs

Psi Pokémon
A Pokémon that can memorize anything and never forgets what it learns. Over time it becomes too smart to allow anyone to be its master. Alakazam's psychic powers can be terrifying.

STRENGTH
DEXTERITY
VITALITY
SPECIAL
INSIGHT

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES:
Synchronize & Inner Focus

EVOLUTIVE STAGE: Final.



Mega-Alakazam

TYPE: Psychic



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Psychic	Teleport		Psychic	Kinesis
	Psychic	Confusion		Normal	Disable
	Psychic	Miracle Eye		Psychic	Ally Switch
	Psychic	Psybeam		Psychic	Reflect
	Psychic	Telekinesis		Psychic	Role Play
	Psychic	Psycho Cut		Normal	Recover
	Psychic	Psychic		Psychic	Future Sight
	Psychic	Trick		Dark	Snatch
	Dark	Foul Play		Psychic	Wonder Room

HEIGHT: 1.2m / 4'00"
WEIGHT: 48kg / 105lbs

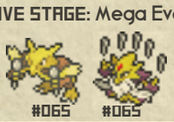
Psi Pokémon
With the power of the Mega Stone it is constantly plagued with visons of the future which make it great at evading attacks. Its body is feeble and it moves purely through psychic energy.

STRENGTH
DEXTERITY
VITALITY
SPECIAL
INSIGHT

BASE HP: 6
SUGGESTED RANK: Pro

ABILITIES:
Trace

EVOLUTIVE STAGE: Mega Evolution.



#066 Machop

TYPE: Fight



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Fight	Low Kick		Normal	Leer
	Normal	Focus Energy		Fight	Karate Chop
	Normal	Foresight		Fight	Low Sweep
	Dark	Knock Off		Fight	Seismic Toss
	Fight	Revenge		Fight	Vital Throw
	Dragon	Dual Chop		Fight	Submission
	Fight	Wake-Up Slap		Fight	Bulk Up
	Fight	Cross Chop		Normal	Scary Face
	Fight	Dynamic Punch		Psychic	Meditate
	Steel	Bullet Punch		Ice	Ice Punch

HEIGHT: 0.8m / 2'07"
WEIGHT: 20kg / 44 lbs

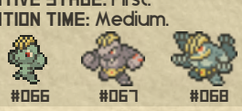
Superpower Pokémon
It lives in mountains, training its fists against strong rocks , lifting boulders and hurling Rock Pokémon around to build stronger muscles. Even with its small size, it can compete against expert humans and win.

STRENGTH
DEXTERITY
VITALITY
SPECIAL
INSIGHT

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES:
Guts & No Guard

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



#067 Machoke

TYPE: Fight



STRENGTH ●●●○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 70kg 155 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Guts & No Guard

Superpower Pokémon
Even with its strong frame and power, it is a humble and helpful Pokémon. Many of them work for human companies. On their days off you can see them heading to the wild to train together.

EVOLUTIVE STAGE: Second.
EVOLVES BY: Trade.


#066 #067 #068

RANK	TYPE	MOVE NAME
○	Fight	Low Kick
●	Normal	Focus Energy
●	Normal	Foresight
●	Dark	Knock Off
●	Fight	Revenge
●	Dragon	Dual Chop
●	Fight	Wake-Up Slap
●	Fight	Cross Chop
●	Fight	Dynamic Punch
●	Steel	Bullet Punch

RANK	TYPE	MOVE NAME
○	Normal	Leer
●	Fight	Karate Chop
●	Fight	Low Sweep
●	Fight	Seismic Toss
●	Fight	Vital Throw
●	Fight	Submission
●	Fight	Bulk Up
●	Normal	Scary Face
●	Psychic	Meditate
●	Fire	Fire Punch

#068 Machamp

TYPE: Fight



STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.6m / 5'03"
WEIGHT: 130kg / 286 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Guts & No Guard

Superpower Pokémon
There are a few roaming in the mountains. Machamp has the power to hurl anything aside.
However, trying to do any work that requires care and dexterity may cause its arms to get tangled.

EVOLUTIVE STAGE: Final.


#066 #067 #068

RANK	TYPE	MOVE NAME
○	Fight	Low Kick
○	Normal	Leer
●	Fight	Karate Chop
●	Fight	Low Sweep
●	Dark	Knock Off
●	Fight	Revenge
●	Dragon	Dual Chop
●	Fight	Wake-Up Slap
●	Fight	Cross Chop
●	Fight	Dynamic Punch
●	Normal	Tickle

RANK	TYPE	MOVE NAME
○	Normal	Strength
●	Normal	Foresight
●	Normal	Focus Energy
●	Rock	Wide Guard
●	Fight	Seismic Toss
●	Fight	Vital Throw
●	Fight	Submission
●	Fight	Bulk Up
●	Normal	Scary Face
●	Electric	Thunder Punch
●	Fight	Close Combat

#069 Bellsprout

TYPE: Grass / Poison



STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●○○
SPECIAL ●●○○○
INSIGHT ●○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 4kg / 9 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Chlorophyll

Flower Pokémon
They live in hot and humid places, blending around with the flora.
It is carnivorous and will try to eat anything smaller than itself.
It digests its prey with an acid substance on its mouth.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#069 #070 #071

RANK	TYPE	MOVE NAME
○	Grass	Vine Whip
●	Normal	Wrap
●	Poison	Poison Powder
●	Poison	Acid
●	Normal	Sweet Scent
●	Grass	Razor Leaf
●	Poison	Poison Jab
●	Grass	Ingrain
●	Normal	Weather Ball

RANK	TYPE	MOVE NAME
○	Normal	Growth
●	Grass	Sleep Powder
●	Grass	Stun Spore
●	Dark	Knock Off
●	Poison	Gastro Acid
●	Normal	Slam
●	Normal	Wring Out
●	Normal	Tickle

#070 Weepinbell

TYPE: Grass / Poison



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 1m / 3'03"
WEIGHT: 6kg / 14 lbs

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Chlorophyll

Flycatcher Pokémon
It sprays its stun powder to immobilize a prey comming close to it, then eats it calmly. If the prey is bigger than itself, it uses its sharp leaves to slice it into smaller pieces. Beware of the toxic liquid in its mouth.

EVOLUTIVE STAGE: Second.
EVOLVES WITH: Leaf Stone.

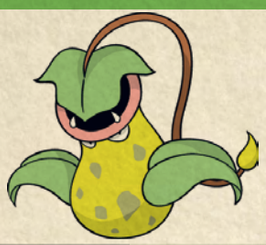

#069 #070 #071

RANK	TYPE	MOVE NAME
○	Grass	Vine Whip
●	Normal	Wrap
●	Poison	Poison Powder
●	Poison	Acid
●	Normal	Sweet Scent
●	Grass	Razor Leaf
●	Normal	Wring Out
●	Normal	Tickle
●	Grass	Ingrain

RANK	TYPE	MOVE NAME
○	Normal	Growth
●	Grass	Sleep Powder
●	Grass	Stun Spore
●	Dark	Knock Off
●	Poison	Gastro Acid
●	Normal	Slam
●	Poison	Poison Jab
●	Normal	Weather Ball

#071 Victreebel

TYPE: Grass / Poison



STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 1.7m / 5'07"
WEIGHT: 15kg / 34 lbs

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Chlorophyll

EVOLUTIVE STAGE: Final.

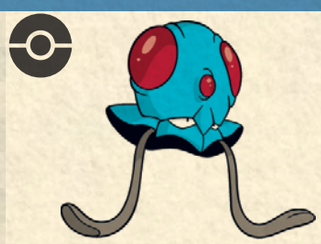

#069 #070 #071

Flycatcher Pokémon
They live together in small groups at tropical areas. Victreebel uses a sweet honey-like smell to lure and attract prey. They also use their long vines to rustle bushes around. They are territorial and aggressive.

RANK	TYPE	MOVE NAME
1	Grass	Vine Whip
5	Normal	Spit Up
10	Grass	Sleep Powder
15	Grass	Razor Leaf
20	Grass	Leaf Storm
25	Poison	Belch
30	Grass	Synthesis
35	Normal	Swallow
40	Normal	Stockpile
45	Normal	Sweet Scent
50	Grass	Leaf Tornado
55	Grass	Leaf Blade
60	Grass	Power Whip

#072 Tentacool

TYPE: Water / Poison



STRENGTH ●○○
DEXTERITY ●●○○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●●●○○○

HEIGHT: 0.9m / 3'00"
WEIGHT: 45kg / 100 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Clear Body & Liquid Ooze

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.


#072 #073

Jellyfish Pokémon
It lives in the seas all around the world. They release a toxic ink if startled. It is a surprisingly intelligent Pokémon and can use its tentacles to briefly establish a link between its mind and another creature.

RANK	TYPE	MOVE NAME
1	Poison	Poison Sting
5	Normal	Constrict
10	Poison	Toxic Spikes
15	Normal	Wrap
20	Psychic	Barrier
25	Water	Brine
30	Normal	Screech
35	Water	Hydro Pump
40	Normal	Wring Out
45	Ghost	Confuse Ray
50	Normal	Supersonic
55	Poison	Acid
60	Water	Bubble Beam
65	Poison	Acid Spray
70	Water	Water Pulse
75	Poison	Poison Jab
80	Ghost	Hex
85	Poison	Sludge Wave
90	Ice	Aurora Beam
95	Psychic	Magic Coat

#073 Tentacruel

TYPE: Water / Poison



STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●●○○○○

HEIGHT: 1.6m / 5'03"
WEIGHT: 55kg / 120 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Clear Body & Liquid Ooze

EVOLUTIVE STAGE: Final.


#072 #073

Jellyfish Pokémon
Lives in rock formations at the bottom of the ocean. It can grow tentacles at will and uses them to immobilize prey. Records exist of a giant Tentacruel that sunk a fleet of pirate ships filled with treasure.

RANK	TYPE	MOVE NAME
1	Poison	Poison Sting
5	Normal	Constrict
10	Water	Brine
15	Poison	Toxic Spikes
20	Normal	Wrap
25	Psychic	Barrier
30	Normal	Reflect Type
35	Normal	Screech
40	Water	Hydro Pump
45	Grass	Giga Drain
50	Water	Aqua Ring
55	Normal	Supersonic
60	Poison	Acid
65	Poison	Poison Jab
70	Water	Bubble Beam
75	Poison	Acid Spray
80	Water	Water Pulse
85	Normal	Wring Out
90	Ghost	Hex
95	Poison	Sludge Wave
100	Psychic	Mirror Coat

#074 Geodude

TYPE: Rock / Ground



STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.4 m / 1'04"
WEIGHT: 20kg / 44 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Rock Head & Sturdy

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#074 #075 #076

Rock Pokémon
Lives in mountains and caves. It looks indistinguisable from other rocks around. Because of this, many trainers step on them and are attacked. It rolls to move around and eats whatever it finds on the floor.

RANK	TYPE	MOVE NAME
1	Normal	Tackle
5	Ground	Mud Sport
10	Rock	Rollout
15	Rock	Rock Throw
20	Rock	Smack Down
25	Ground	Bulldoze
30	Ground	Earthquake
35	Normal	Double-Edge
40	Normal	Rock Climb
45	Dark	Sucker Punch
50	Normal	Defense Curl
55	Rock	Rock Polish
60	Ground	Magnitude
65	Rock	Rock Blast
70	Normal	Self Destruct
75	Rock	Stealth Rock
80	Normal	Explosion
85	Rock	Stone Edge
90	Rock	Wide Guard

#074 Geodude (Alola)

TYPE: Rock / Electric



STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 20kg / 44 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Magnet Pull & Sturdy

Rock Pokémon
The magnetic fields on Alola's Blush Mountain made Geodude develop Electric chargers on its body.
They tend to disguise themselves as regular rocks, caution is adviced as they shock you if you step on them.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#074 #075 #076

RANK	TYPE	MOVE NAME
○	Normal	Tackle
○	Electric	Charge
○	Rock	Rollout
○	Rock	Rock Throw
○	Electric	Thunder Punch
○	Rock	Stealth Rock
○	Electric	Discharge
○	Normal	Double-Edge
○	Normal	Rock Climb
○	Normal	Screech

RANK	TYPE	MOVE NAME
○	Normal	Defense Curl
○	Rock	Rock Polish
○	Electric	Spark
○	Rock	Smack Down
○	Normal	Self Destruct
○	Rock	Rock Blast
○	Normal	Explosion
○	Rock	Stone Edge
○	Rock	Wide Guard

#075 Graveler

TYPE: Rock / Ground



STRENGTH ●●●○○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1m / 3'03"
WEIGHT: 105kg / 230 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Rock Head & Sturdy

Rock Pokémon
It walks slowly, but it can get a nice speed by rolling downhill.
It is good at climbing. Groups of them have been seen clinging from rock formations and cliffs to eat the tasty rocks covered in moss.

EVOLUTIVE STAGE: Second.
EVOLVES BY: Trade.


#074 #075 #076

RANK	TYPE	MOVE NAME
○	Normal	Tackle
○	Ground	Mud Sport
○	Rock	Rollout
○	Rock	Rock Throw
○	Rock	Smack Down
○	Ground	Bulldoze
○	Ground	Earthquake
○	Normal	Double-Edge
○	Normal	Rock Climb
○	Dark	Sucker Punch

RANK	TYPE	MOVE NAME
○	Normal	Defense Curl
○	Rock	Rock Polish
○	Ground	Magnitude
○	Rock	Rock Blast
○	Normal	Self Destruct
○	Rock	Stealth Rock
○	Normal	Explosion
○	Rock	Stone Edge
○	Rock	Wide Guard

#075 Graveler (Alola)

TYPE: Rock / Electric



STRENGTH ●●●○○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1m / 3'03"
WEIGHT: 110kg / 242 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Magnet Pull & Sturdy

Rock Pokémon
These Pokémon charge themselves by rolling around, it is dangerous if two of them collide, a loud noise and a flash of light will be seen and heard at great distance.
They feed on golden dravite.

EVOLUTIVE STAGE: Second.
EVOLVES BY: Trade.


#074 #075 #076

RANK	TYPE	MOVE NAME
○	Normal	Tackle
○	Electric	Charge
○	Rock	Rollout
○	Rock	Rock Throw
○	Electric	Thunder Punch
○	Rock	Stealth Rock
○	Electric	Discharge
○	Normal	Double-Edge
○	Normal	Rock Climb
○	Normal	Screech

RANK	TYPE	MOVE NAME
○	Normal	Defense Curl
○	Rock	Rock Polish
○	Electric	Spark
○	Rock	Smack Down
○	Normal	Self Destruct
○	Rock	Rock Blast
○	Normal	Explosion
○	Rock	Stone Edge
○	Rock	Wide Guard

#076 Golem

TYPE: Rock / Ground



STRENGTH ●●●○○○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.4m / 4'07"
WEIGHT: 300kg / 660 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Rock Head & Sturdy

Megaton Pokémon
It is rare to see in the wild since it lives high on the mountains. It withdraws its head and legs as if it were a turtle to roll around. There have been cases of Golem that resist dynamite blasts unscathed.

EVOLUTIVE STAGE: Final.


#074 #075 #076

RANK	TYPE	MOVE NAME
○	Normal	Tackle
○	Ground	Mud Sport
○	Bug	Steamroller
○	Rock	Rock Throw
○	Rock	Smack Down
○	Ground	Bulldoze
○	Ground	Earthquake
○	Normal	Double-Edge
○	Steel	Heavy Slam
○	Fight	Superpower

RANK	TYPE	MOVE NAME
○	Normal	Defense Curl
○	Rock	Rock Polish
○	Ground	Magnitude
○	Rock	Rock Blast
○	Normal	Self Destruct
○	Rock	Stealth Rock
○	Normal	Explosion
○	Rock	Stone Edge
○	Steel	Iron Defense
○	Electric	Thunder Punch

#076 Golem (Alola)

TYPE: Rock / Electric



RANK	TYPE	MOVE NAME
1	Normal	Tackle
5	Electric	Charge
10	Rock	Rollout
15	Rock	Rock Throw
20	Electric	Thunder Punch
25	Rock	Stealth Rock
30	Electric	Discharge
35	Normal	Double-Edge
40	Steel	Heavy Slam
45	Fight	Counter

RANK	TYPE	MOVE NAME
1	Normal	Defense Curl
5	Rock	Rock Polish
10	Electric	Spark
15	Rock	Smack Down
20	Normal	Self Destruct
25	Rock	Rock Blast
30	Normal	Explosion
35	Rock	Stone Edge
40	Electric	Magnet Rise
45	Electric	Wild Charge

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.7m / 5'07"
WEIGHT: 316kg / 696 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Galvanize & Sturdy

Megaton Pokémon
The Alolan variant of Golem does not roll around like its counterpart, instead it loads rocks into the charger on its head and shoots them around, if the rocks miss, the electric shockwave doesn't.

EVOLUTIVE STAGE: Final.



#077 Ponyta

TYPE: Fire



RANK	TYPE	MOVE NAME
1	Normal	Tackle
5	Normal	Tail Whip
10	Fire	Flame Wheel
15	Fire	Flame Charge
20	Normal	Stomp
25	Psychic	Agility
30	Flying	Bounce
35	Normal	Morning Sun
40	Psychic	Hypnosis

RANK	TYPE	MOVE NAME
1	Normal	Growl
5	Fire	Ember
10	Normal	Take Down
15	Fire	Fire Spin
20	Fire	Inferno
25	Fire	Fire Blast
30	Fire	Flare Blitz
35	Fight	Double Kick

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1m / 3'03"
WEIGHT: 60kg / 132 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Run Away & Flash Fire

Fire Horse Pokémon
It's not very common to see one stay still for more than a few seconds. Soon after it's born, its flames begin to burn. It is weak at first but soon begins to develop a great speed chasing after its parents.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



#078 Rapidash

TYPE: Fire



RANK	TYPE	MOVE NAME
1	Fire	Ember
5	Normal	Quick Attack
10	Fire	Flame Wheel
15	Poison	Poison Jab
20	Fire	Flame Charge
25	Normal	Fury Attack
30	Bug	Megahorn
35	Fire	Fire Blast
40	Fire	Flare Blitz
45	Normal	Morning Sun

RANK	TYPE	MOVE NAME
1	Normal	Growl
5	Normal	Tail Whip
10	Normal	Take Down
15	Normal	Stomp
20	Fire	Fire Spin
25	Fire	Inferno
30	Psychic	Agility
35	Flying	Bounce
40	Normal	Horn Drill
45	Ground	Drill Run

STRENGTH ●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1.7m / 5'07"
WEIGHT: 190kg / 420 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Run Away & Flash Fire

Fire Horse Pokémon
It lives happily on prairies.
It loves speed competitions – a herd can often be seen running alongside a train. It can regulate the heat of its mane as to let its trainer ride it, but only if it trusts him enough.

EVOLUTIVE STAGE: Final.



#079 Slowpoke

TYPE: Water / Psychic



RANK	TYPE	MOVE NAME
1	Normal	Yawn
5	Ghost	Curse
10	Water	Water Gun
15	Normal	Disable
20	Water	Water Pulse
25	Normal	Slack Off
30	Psychic	Psychic
35	Normal	Psych Up
40	Psychic	Future Sight
45	Ice	Icy wind

RANK	TYPE	MOVE NAME
1	Normal	Tackle
5	Normal	Growl
10	Psychic	Confusion
15	Normal	Headbutt
20	Psychic	Zen Headbutt
25	Psychic	Amnesia
30	Water	Rain Dance
35	Psychic	Heal Pulse
40	Ground	Mud Sport

STRENGTH ●●○○
DEXTERITY ●○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 1.2m / 4'00"
WEIGHT: 36kg / 80 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Oblivious & Own Tempo

Dopey Pokémon
It lives close to water. This Pokémon has a low intellect, and it's slow to react to any stimuli. Its tail seeps a sweet substance it uses to lure prey to eat. When the tip turns white shellders will be attracted to it.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.



#080 Slowbro

TYPE: Water / Psychic

RANK	TYPE	MOVE NAME
1	Normal	Yawn
1	Ghost	Curse
1	Water	Water Gun
1	Normal	Disable
1	Water	Water Pulse
1	Normal	Slack Off
1	Psychic	Amnesia
1	Water	Rain Dance
1	Psychic	Heal Pulse
1	Normal	Belly Drum
1	Normal	Tackle
1	Normal	Growl
1	Psychic	Confusion
1	Normal	Headbutt
1	Psychic	Zen Headbutt
1	Water	Withdraw
1	Psychic	Psychic
1	Normal	Psych Up
1	Water	Aqua Tail
1	Psychic	Future Sight



HEIGHT: 1.6m / 5'03"
WEIGHT: 78kg / 173 lbs

Hermit Crab Pokémon
This Pokémon fused with a Shellder that bit into its tail. It's a slow swimmer and doesn't react to pain but Shellder tends to keep it out of trouble.

STRENGTH ●●○○○
DEXTERITY ●●○
VITALITY ●●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Oblivious & Own Tempo

EVOLUTIVE STAGE: Final.



Mega-Slowbro

TYPE: Water / Psychic

RANK	TYPE	MOVE NAME
1	Normal	Yawn
1	Ghost	Curse
1	Water	Water Gun
1	Normal	Disable
1	Water	Water Pulse
1	Normal	Slack Off
1	Psychic	Amnesia
1	Water	Rain Dance
1	Psychic	Heal Pulse
1	Normal	Belly Drum
1	Normal	Tackle
1	Normal	Growl
1	Psychic	Confusion
1	Normal	Headbutt
1	Psychic	Zen Headbutt
1	Water	Withdraw
1	Psychic	Psychic
1	Normal	Psych Up
1	Water	Aqua Tail
1	Psychic	Future Sight



HEIGHT: 2m / 6'07"
WEIGHT: 120kg / 264 lbs

Hermit Crab Pokémon
With the power of the Mega Stone the Shellder on its tail becomes a bulletproof armor that swallows its host's whole body.
Slowpoke doesn't seem to mind and looks pretty comfy to nest inside.

STRENGTH ●●○○○
DEXTERITY ●●
VITALITY ●●●●○○○○
SPECIAL ●●●○○○○
INSIGHT ●●○○○

BASE HP: 5
SUGGESTED RANK: Ace

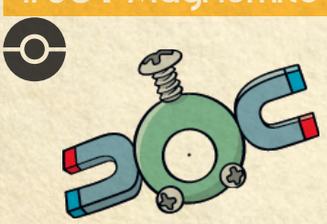
ABILITIES: Shell Armor

EVOLUTIVE STAGE: Mega Evolution.



#081 Magnemite

TYPE: Electric / Steel



HEIGHT: 0.3m / 1'00"
WEIGHT: 6kg / 13 lbs

Magnet Pokémon
It lurks near electric facilities and mountains as it is attracted by big magnetic fields. It is not aggressive and usually defends itself with a screech or a weak electric impulse to deter other from attacking.

STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Magnet Pull & Sturdy

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.

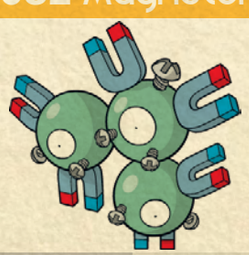


RANK	TYPE	MOVE NAME
1	Normal	Tackle
1	Electric	Thunder Shock
1	Psychic	Light Screen
1	Steel	Magnet Bomb
1	Steel	Mirror Shot
1	Electric	Electro Ball
1	Normal	Screech
1	Normal	Lock-On
1	Steel	Gyro Ball
1	Psychic	Gravity
1	Bug	Signal Beam
1	Normal	Supersonic
1	Normal	Sonic Boom
1	Electric	Thunder Wave
1	Electric	Spark
1	Steel	Metal Sound
1	Steel	Flash Cannon
1	Electric	Magnet Rise
1	Electric	Discharge
1	Electric	Zap Cannon
1	Steel	Iron Defense

#082 Magneton

TYPE: Electric / Steel

RANK	TYPE	MOVE NAME
1	Normal	Supersonic
1	Normal	Tri Attack
1	Normal	Sonic Boom
1	Psychic	Light Screen
1	Steel	Magnet Bomb
1	Steel	Mirror Shot
1	Electric	Electro Bal
1	Normal	Screech
1	Normal	Lock-On
1	Steel	Gyro Ball
1	Psychic	Gravity
1	Bug	Signal Beam
1	Normal	Tackle
1	Electric	Thunder Shock
1	Electric	Electric Terrain
1	Electric	Thunder Wave
1	Electric	Spark
1	Steel	Metal Sound
1	Steel	Flash Cannon
1	Electric	Magnet Rise
1	Electric	Discharge
1	Electric	Zap Cannon
1	Steel	Iron Defense



HEIGHT: 1m / 3'03"
WEIGHT: 60kg / 132 lbs

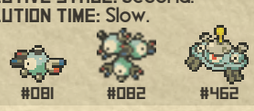
Magnet Pokémon
Sometimes three Magnemites fuse into this Pokémon; other times a single one sprouts two others. This species is greatly affected by magnetic fields. Magnetons are eager to please their trainers.

STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●●○○○○
INSIGHT ●●○○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Magnet Pull & Sturdy

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Slow.



#083 Farfetch'd

TYPE: Normal / Flying



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 15kg / 33 lbs

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Keen Eye & Inner Focus

EVOLUTIVE STAGE: Final.


#083

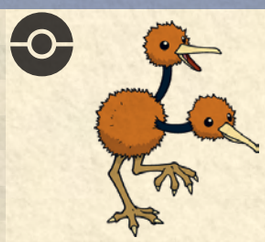
Wild Duck Pokémon
There used to be whole flocks of them in meadows near the lakes. Now they are almost extinct because their meat is delicious.
They are fond of leeks and celery, they carry them around as sticks.

RANK	TYPE	MOVE NAME
○	Flying	Peck
●	Bug	Fury Cutter
●	Flying	Acrobatics
●	Dark	Knock Off
●	Flying	Air Cutter
●	Psychic	Agility
○	Dark	Night Slash
○	Normal	False Swipe
○	Flying	Brave Bird
●	Flying	Feather Dance

RANK	TYPE	MOVE NAME
○	Ground	Sand Attack
●	Normal	Leer
●	Normal	Fury Attack
●	Normal	Slash
●	Normal	Swords Dance
●	Poison	Poison Jab
○	Normal	Feint
○	Flying	Air Slash
●	Grass	Leaf Blade
●	Flying	Roost

#084 Doduo

TYPE: Normal / Flying



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 1.4m / 4'07"
WEIGHT: 40kg / 86 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Run Away & Early Bird

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.


#084

#085

Twin Bird Pokémon
It can fly, but it prefers to run in the prairies. The two heads usually get along. While one is eating or sleeping, the other one is alert for predators. It is known that they share a brain and their ideas are connected.

RANK	TYPE	MOVE NAME
○	Flying	Peck
●	Normal	Quick Attack
●	Normal	Fury Attack
●	Flying	Pluck
●	Normal	Acupressure
●	Normal	Swords Dance
○	Fight	Jump Kick
○	Normal	Endeavor
●	Flying	Mirror Move
●	Flying	Brave Bird

RANK	TYPE	MOVE NAME
○	Normal	Growl
●	Normal	Rage
●	Dark	Pursuit
●	Normal	Uproar
●	Normal	Double Hit
●	Psychic	Agility
○	Flying	Drill Peck
○	Normal	Thrash
●	Dark	Feint Attack

#085 Dodrio

TYPE: Normal / Flying



STRENGTH ●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.8m / 6'00"
WEIGHT: 85kg / 187 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Run Away & Early Bird

EVOLUTIVE STAGE: Final.


#084

#085

Triple Bird Pokémon
A third head comes to change the dynamic the two original had. It is common to see the three heads fighting. Each one has its own personality, but when they work as a team they can be very powerful.

RANK	TYPE	MOVE NAME
○	Normal	Grow
●	Normal	Rage!
●	Flying	Pluck
●	Dark	Pursuit
●	Normal	Acupressure
●	Normal	Swords Dance
○	Fight	Jump Kick
○	Normal	Endeavor
●	Flying	Mirror Move
●	Flying	Brave Bird

RANK	TYPE	MOVE NAME
○	Flying	Peck
●	Normal	Quick Attack
●	Normal	Fury Attack
●	Normal	Uproar
●	Normal	Tri Attack
●	Psychic	Agility
○	Flying	Drill Peck
○	Normal	Thrash
●	Dark	Feint Attack

#086 Seel

TYPE: Water



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.1m / 3'07"
WEIGHT: 90kg / 198 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Thick Fat & Hydration

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.


#086

#087

Sea Lion Pokémon
A Pokémon that lives on icebergs. It swims in the sea using the point on its head to break up the ice.
It sleeps a lot during the day, being most active at dawn when the temperature starts to cool.

RANK	TYPE	MOVE NAME
○	Water	Water Sport
●	Normal	Encore
●	Normal	Take Down
●	Psychic	Rest
●	Ice	Aurora Beam
●	Water	Brine
●	Water	Dive
○	Ice	Ice Beam
○	Ice	Hail
●	Ghost	Lick

RANK	TYPE	MOVE NAME
○	Normal	Growl
●	Ice	Icy Wind
●	Ice	Ice Shard
●	Water	Aqua Ring
●	Water	Aqua Jet
●	Normal	Headbutt
○	Water	Aqua Tail
○	Normal	Safeguard
●	Normal	Fake Out
●	Bug	Signal Beam

#087 Dewgong

TYPE: Water / Ice



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○

HEIGHT: 1.7m / 5'07"
WEIGHT: 120kg 264 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Thick Fat & Hydration

EVOLUTION: Final Form.


#086 #087

Sea Lion Pokémon
Its body is covered with a pure white fur. The colder the weather, the more active it becomes. It hunts at night and it's excellent at catching fish Pokémon.
It is also very intelligent and playful.

RANK	TYPE	MOVE NAME
○	Bug	Signal Beam
○	Normal	Encore
○	Normal	Take Down
○	Psychic	Rest
○	Ice	Aurora Beam
○	Water	Brine
○	Normal	Headbutt
○	Water	Aqua Tail
○	Normal	Safeguard
○	Ice	Avalanche
○	Normal	Horn Drill

RANK	TYPE	MOVE NAME
○	Normal	Growl
○	Ice	Icy Wind
○	Ice	Ice Shard
○	Water	Aqua Ring
○	Water	Aqua Jet
○	Ice	Sheer Cold
○	Water	Dive
○	Ice	Ice Beam
○	Ice	Hail
○	Normal	Perish Song

#088 Grimer

TYPE: Poison



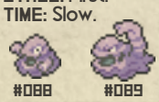
STRENGTH ●●○○○
DEXTERITY ●●○
VITALITY ●●●○
SPECIAL ●●○
INSIGHT ●●●○

HEIGHT: 0.9m / 3'00"
WEIGHT: 30kg / 66 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Stench & Sticky Hold

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.


#088 #089

Sludge Pokémon
It was born from polluted sludge in the sea. Grimer's favorite food is anything filthy like waste water pumped out from factories. Grime and sludge stick to their body making them grow larger over time.

RANK	TYPE	MOVE NAME
○	Normal	Pound
○	Normal	Harden
○	Normal	Disable
○	Normal	Minimize
○	Poison	Sludge Bomb
○	Normal	Screech
○	Poison	Acid Armor
○	Poison	Belch
○	Ghost	Shadow Sneak
○	Normal	Scary Face

RANK	TYPE	MOVE NAME
○	Poison	Poison Gas
○	Ground	Mud Slap
○	Poison	Sludge
○	Ground	Mud Bomb
○	Normal	Fling
○	Poison	Sludge Wave
○	Poison	Gunk Shot
○	Dark	Memento
○	Grass	Giga Drain

#088 Grimer (Alola)

TYPE: Poison / Dark



STRENGTH ●●○○○
DEXTERITY ●●○
VITALITY ●●●○
SPECIAL ●●○
INSIGHT ●●●○

HEIGHT: 0.7m / 2'04"
WEIGHT: 42kg / 92 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Poison Touch & Power of Alchemy

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.


#088 #089

Sludge Pokémon
Grimer were brought into Alola to eat garbage on the region. It seemed like a counterintuitive measure but ended up solving the problem. But now Grimer are incredibly noxious, much more toxic than usual.

RANK	TYPE	MOVE NAME
○	Normal	Pound
○	Normal	Harden
○	Normal	Disable
○	Poison	Poison Fang
○	Dark	Fling
○	Dark	Crunch
○	Poison	Gunk Shot
○	Poison	Belch
○	Dark	Assurance
○	Ghost	Shadow Sneak

RANK	TYPE	MOVE NAME
○	Poison	Poison Gas
○	Dark	Bite
○	Poison	Acid Spray
○	Normal	Minimize
○	Dark	Knock Off
○	Normal	Screech
○	Poison	Acid Armor
○	Dark	Memento
○	Poison	Clear Smog

#089 Muk

TYPE: Poison



STRENGTH ●●●○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●●○○

HEIGHT: 1.2m / 4'00"
WEIGHT: 60kg / 132 lbs

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Stench & Sticky Hold

EVOLUTIVE STAGE: Final.


#088 #089

Sludge Pokémon
It gathers on polluted areas to eat filth. Its body is made of a powerful poison that kills any plant. Touching it can cause a fever that will require bed rest. A good diet may reduce Muk's toxicity.

RANK	TYPE	MOVE NAME
○	Normal	Pound
○	Normal	Harden
○	Poison	Venom Drench
○	Poison	Sludge
○	Ground	Mud Bomb
○	Normal	Fling
○	Poison	Sludge Wave
○	Poison	Gunk Shot
○	Dark	Memento
○	Ghost	Shadow Sneak

RANK	TYPE	MOVE NAME
○	Poison	Poison Gas
○	Ground	Mud Slap
○	Normal	Disable
○	Normal	Minimize
○	Poison	Sludge Bomb
○	Normal	Screech
○	Poison	Acid Armor
○	Poison	Belch
○	Normal	Self-Destruct
○	Grass	Giga Drain

#089 Muk (Alola)

TYPE: Poison / Dark



STRENGTH ●●●○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●●○○

HEIGHT: 1m / 3'03"
WEIGHT: 52kg / 114 lbs

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Poison Touch & Power of Alchemy

Sludge Pokémon
It is as friendly as it is toxic, be careful for it tries to hug others regularly. A good diet does not help reduce its toxicity levels, it only makes it cranky and prone to destroy furniture. It releases toxic fumes all the time.

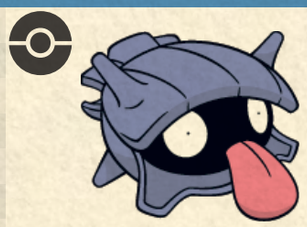
EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Poison	Poison Gas	1	Normal	Pound
2	Normal	Disable	2	Normal	Harden
3	Dark	Bite	3	Poison	Venom Drench
4	Poison	Acid Spray	4	Poison	Poison Fang
5	Normal	Minimize	5	Dark	Fling
6	Dark	Knock Off	6	Dark	Crunch
7	Normal	Screech	7	Poison	Gunk Shot
8	Poison	Acid Armor	8	Poison	Belch
9	Dark	Memento	9	Normal	Stockpile
10	Normal	Swallow	10	Ghost	Shadow Sneak

#090 Shellder

TYPE: Water



STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●●○○
SPECIAL ●●○○
INSIGHT ●○○

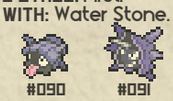
HEIGHT: 0.3m / 1'00"
WEIGHT: 4kg / 9 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Shell Armor & Skill Link

Bivalve Pokémon
It lives at the bottom of the sea and rivers. It feeds on algae but it's attracted to sweet substances. When frightened it will shut its clam and lock it to be almost impossible to open.

EVOLUTIVE STAGE: First.
EVOLVES WITH: Water Stone.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Normal	Tackle	1	Water	Water Gun
2	Normal	Protect	2	Normal	Supersonic
3	Ice	Icicle Spear	3	Water	Withdraw
4	Normal	Leer	4	Water	Clamp
5	Ice	Ice Shard	5	Water	Razor Shell
6	Ice	Aurora Beam	6	Water	Whirlpool
7	Water	Brine	7	Steel	Iron Defense
8	Ice	Ice Beam	8	Normal	Shell Smash
9	Water	Hydro Pump	9	Water	Aqua Ring
10	Rock	Rock Blast	10	Normal	Rapid Spin

#091 Cloyster

TYPE: Water / Ice



STRENGTH ●●●○○
DEXTERITY ●●○○○
VITALITY ●●●●○○○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 132kg / 292 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Shell Armor & Skill Link

Bivalve Pokémon
If it lives in seas with harsh currents, it will grow larger and sharper spikes on its shells than those who live on calm waters. Its shell is extremely hard – you would need explosives to try to open it.

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Water	Withdraw	1	Normal	Protect
2	Normal	Supersonic	2	Normal	Spike Cannon
3	Ice	Aurora Beam	3	Poison	Toxic Spikes
4	Water	Hydro Pump	4	Normal	Shell Smash
5	Ground	Spikes	5	Ice	Icicle Crash
6	Water	Aqua Ring	6	Rock	Rock Blast
7	Normal	Self-Destruct			

#092 Gastly

TYPE: Ghost / Poison



STRENGTH ●○○
DEXTERITY ●●○○○
VITALITY ●○○
SPECIAL ●●●○○
INSIGHT ●○○

HEIGHT: 1.3m / 4'03"
WEIGHT: 0.1kg / 0.2 lbs

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Levitate

Gas Pokémon
Its body is made of a toxic gas – anyone would faint if engulfed by it. It has been seen in abandoned places scaring people and other pokemon for fun. It is elusive and escapes through the walls.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Ghost	Spite	1	Ghost	Lick
2	Ghost	Night Shade	2	Normal	Mean Look
3	Ghost	Curse	3	Psychic	Hypnosis
4	Ghost	Confuse Ray	4	Dark	Sucker Punch
5	Dark	Payback	5	Ghost	Shadow Ball
6	Dark	Dark Pulse	6	Psychic	Dream Eater
7	Ghost	Destiny Bond	7	Ghost	Hex
8	Ghost	Nightmare	8	Poison	Clear Smog
9	Ice	Icy Wind	9	Ghost	Grudge

#093 Haunter

TYPE: Ghost / Poison



STRENGTH ●●○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○

HEIGHT: 1.6m / 5'03"
WEIGHT: 0.1kg / 0.2 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Levitate

Gas Pokémon
Haunter is a dangerous Pokémon. it will try to lick you with its tongue to steal your life away. If you get the feeling of being watched in darkness when nobody is around, it means a Haunter is there.

EVOLUTIVE STAGE: Second.
EVOLVES BY: Trade.



RANK	TYPE	MOVE NAME
1	Ghost	Spite
2	Ghost	Curse
3	Ghost	Night Shade
4	Ghost	Confuse Ray
5	Ghost	Shadow Punch
6	Ghost	Shadow Ball
7	Psychic	Dream Eater
8	Ghost	Hex
9	Ice	Icy Wind
10	Psychic	Trick

RANK	TYPE	MOVE NAME
1	Ghost	Lick
2	Normal	Mean Look
3	Psychic	Hypnosis
4	Dark	Sucker Punch
5	Dark	Payback
6	Dark	Dark Pulse
7	Ghost	Destiny Bond
8	Ghost	Nightmare
9	Ghost	Grudge

#094 Gengar

TYPE: Ghost / Poison



STRENGTH ●●○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○○
INSIGHT ●●○○○

HEIGHT: 1.5 m / 5'00"
WEIGHT: 40kg / 90 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Levitate & Cursed Body

Shadow Pokémon
This Pokémon is michievous but it can be downright evil. It takes joy in casting curses upon innocents and eating the life of people and Pokémon. It lurks in the shadows and disguises itself as one.

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME
1	Ghost	Spite
2	Ghost	Curse
3	Ghost	Night Shade
4	Ghost	Confuse Ray
5	Ghost	Shadow Punch
6	Ghost	Shadow Ball
7	Psychic	Dream Eater
8	Ghost	Hex
9	Normal	Perish Song
10	Grass	Giga Drain

RANK	TYPE	MOVE NAME
1	Ghost	Lick
2	Normal	Mean Look
3	Psychic	Hypnosis
4	Dark	Sucker Punch
5	Dark	Payback
6	Dark	Dark Pulse
7	Ghost	Destiny Bond
8	Ghost	Nightmare
9	Ice	Icy Wind

Mega-Gengar

TYPE: Ghost / Poison



STRENGTH ●●○○
DEXTERITY ●●●○○○○
VITALITY ●●○○○
SPECIAL ●●●○○○○○
INSIGHT ●●●○○○

HEIGHT: 1.4m / 4'07"
WEIGHT: 40kg / 90 lbs

BASE HP: 6
SUGGESTED RANK: Pro

ABILITIES: Shadow Tag

Shadow Pokémon
With the power of the Mega Stone Gengar can now teleport through dimensions, whatever horrors it witnesses there make it try to curse anything or anyone it perceives as prey, even its beloved trainer!

EVOLUTIVE STAGE: Mega Evolution.



RANK	TYPE	MOVE NAME
1	Ghost	Spite
2	Ghost	Curse
3	Ghost	Night Shade
4	Ghost	Confuse Ray
5	Ghost	Shadow Punch
6	Ghost	Shadow Ball
7	Psychic	Dream Eater
8	Ghost	Hex
9	Normal	Perish Song
10	Grass	Giga Drain

RANK	TYPE	MOVE NAME
1	Ghost	Lick
2	Normal	Mean Look
3	Psychic	Hypnosis
4	Dark	Sucker Punch
5	Dark	Payback
6	Dark	Dark Pulse
7	Ghost	Destiny Bond
8	Ghost	Nightmare
9	Ice	Icy Wind

#095 Onix

TYPE: Rock / Ground



STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●●●○○○○
SPECIAL ●○○
INSIGHT ●●○○

HEIGHT: 8m / 28'10"
WEIGHT: 420kg / 926 lbs

BASE HP: 8
SUGGESTED RANK: Amateur

ABILITIES: Rock Head & Sturdy

Rock Snake Pokémon
It is not full-size when it's born. Years of eating boulders make it a real giant. It lives on mountains and dark tunnels. Its frightening roars travel as echo through the cave. It is very aggressive towards others.

EVOLUTIVE STAGE: First.
EVOLVES WITH: Trade holding an Item.



RANK	TYPE	MOVE NAME
1	Normal	Tackle
2	Ground	Mud Sport
3	Ghost	Curse
4	Rock	Rock Tomb
5	Rock	Stealth Rock
6	Rock	Smack Down
7	Normal	Slam
8	Rock	Rock Slide
9	Ground	Dig
10	Rock	Stone Edge
11	Rock	Sandstorm
12	Normal	Self-Destruct

RANK	TYPE	MOVE NAME
1	Normal	Harden
2	Normal	Bind
3	Rock	Rock Throw
4	Normal	Rage
5	Rock	Rock Polish
6	Dragon	Dragon Breath
7	Normal	Screech
8	Ground	Sand Tomb
9	Steel	Iron Tail
10	Normal	Double-Edge
11	Rock	Ancient Power
12	Normal	Endure

#096 Drowzee

TYPE: Psychic



RANK	TYPE	MOVE NAME
1	Normal	Pound
2	Normal	Disable
3	Psychic	Meditate
4	Normal	Headbutt
5	Psychic	Synchronoise
6	Normal	Swagger
7	Dark	Nasty Plot
8	Psychic	Future Sight
9	Electric	Thunder Wave

RANK	TYPE	MOVE NAME
1	Psychic	Hypnosis
2	Poison	Poison Gas
3	Psychic	Psybeam
4	Normal	Psych Up
5	Psychic	Zen Headbutt
6	Psychic	Psychic
7	Psychic	Psyshock
8	Psychic	Role Play
9	Normal	Substitute

STRENGTH ●●○○○
DEXTERITY ●○○○○
VITALITY ●●○○○
SPECIAL ●○○○○
INSIGHT ●●○○○

HEIGHT: 1m / 3'03"
WEIGHT: 32kg / 71 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Insomnia & Forewarn

Hypnosis Pokémon
It eats the dreams of a sleeping person or Pokémon and shows fondness to the dreams of young children. Once the victim is deep in slumber it will extract and eat the dream through the nose.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.



#097 Hypno

TYPE: Psychic



RANK	TYPE	MOVE NAME
1	Psychic	Hypnosis
2	Psychic	Confusion
3	Poison	Poison Gas
4	Ghost	Nightmare
5	Psychic	Psybeam
6	Normal	Psych Up
7	Psychic	Zen Headbutt
8	Psychic	Psychic
9	Psychic	Future Sight
10	Normal	Substitute
11	Normal	Metronome

RANK	TYPE	MOVE NAME
1	Normal	Pound
2	Normal	Disable
3	Psychic	Meditate
4	Dark	Switcheroo
5	Normal	Swagger
6	Normal	Headbutt
7	Psychic	Synchronoise
8	Dark	Nasty Plot
9	Psychic	Psyshock
10	Electric	Thunder Wave

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○○

HEIGHT: 1.6m / 5'03"
WEIGHT: 75kg / 166 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Insomnia & Forewarn

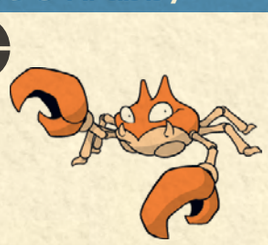
Hypnosis Pokémon
Old children stories tell of an Hypno who takes away naughty kids and feasts on their dreams until they are old men. They have an urge to eat the dreams of others since they cannot sleep themselves.

EVOLUTIVE STAGE: Final.



#098 Krabby

TYPE: Water



RANK	TYPE	MOVE NAME
1	Water	Bubble
2	Normal	Vice Grip
3	Normal	Harden
4	Ground	Mud Shot
5	Normal	Stomp
6	Normal	Slam
7	Water	Brine
8	Normal	Flail
9	Steel	Iron Defense

RANK	TYPE	MOVE NAME
1	Ground	Mud Sport
2	Normal	Leer
3	Water	Bubble Beam
4	Steel	Metal Claw
5	Normal	Protect
6	Normal	Guillotine
7	Water	Crabhammer
8	Psychic	Agility
9	Normal	Mimic

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●○○
INSIGHT ●●○

HEIGHT: 0.4m / 1'04"
WEIGHT: 6kg / 14 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Hyper Cutter & Shell Armor

River Crab Pokémon
A Krabby dig holes in the sand near the sea.
They can be seen squabbling with each other over food and territory. They usually avoid humans but will fight if provoked.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.



#099 Kingler

TYPE: Water



RANK	TYPE	MOVE NAME
1	Ground	Mud Sport
2	Normal	Leer
3	Normal	Harden
4	Water	Bubble Beam
5	Steel	Metal Claw
6	Normal	Protect
7	Normal	Guillotine
8	Water	Crabhammer
9	Psychic	Agility
10	Normal	Mimic

RANK	TYPE	MOVE NAME
1	Water	Bubble
2	Normal	Vice Grip
3	Rock	Wide Guard
4	Ground	Mud Shot
5	Normal	Stomp
6	Normal	Slam
7	Water	Brine
8	Normal	Flail
9	Steel	Iron Defense

STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.4m / 4'03"
WEIGHT: 60kg / 132 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Hyper Cutter & Shell Armor

Pincer Pokémon
Its pincers grow peculiarly large. If it lifts the pincers too fast, it may lose its balance and stagger. If one of its pincers is damaged, it will detach it from its body. It will regrow after a few days..

EVOLUTIVE STAGE: Final.



#100 Voltorb

TYPE: Electric



HEIGHT: 0.5m / 1'08"
WEIGHT: 10kg / 22 lbs

STRENGTH ●○○
DEXTERITY ●●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Soundproof & Static

Ball Pokémon
They live near factories and electric generators. It bears an uncanny and unexplained resemblance to a Pokéball. Since it explodes at the slightest provocation, even veteran trainers treat it with caution.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.


#100

#101

RANK	TYPE	MOVE NAME
○	Electric	Charge
○	Normal	Sonic Boom
○	Electric	Spark
○	Normal	Screech
○	Psychic	Light Screen
○	Normal	Self Destruct
○	Electric	Discharge
○	Steel	Gyro Ball
○	Psychic	Mirror Coat
○	Dark	Sucker Punch

RANK	TYPE	MOVE NAME
○	Normal	Tackle
○	Electric	Eerie Impulse
○	Rock	Rollout
○	Electric	Charge Beam
○	Electric	Electro Ball
○	Normal	Swift
○	Electric	Magnet Rise
○	Normal	Explosion
○	Normal	Endure
○	Dark	Foul Play

#101 Electrode

TYPE: Electric



HEIGHT: 1.2m / 4'00"
WEIGHT: 66kg / 146 lbs

STRENGTH ●●○○
DEXTERITY ●●●●○○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Soundproof & Static

Ball Pokémon
It is known for causing blackouts in the cities. After evolving it explodes as a form to release excess electricity or simply to amuse itself.
Trainers need to be careful around an Electrode.

EVOLUTIVE STAGE: Final.


#100

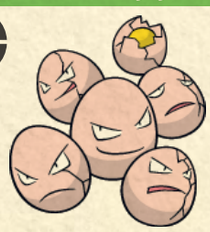
#101

RANK	TYPE	MOVE NAME
○	Electric	Charge
○	Electric	Eerie Impulse
○	Electric	Spark
○	Rock	Rollout
○	Electric	Charge Beam
○	Electric	Electro Ball
○	Normal	Swift
○	Electric	Magnet Rise
○	Normal	Explosion
○	Dark	Foul Play
○	Normal	Endure

RANK	TYPE	MOVE NAME
○	Normal	Tackle
○	Normal	Sonic Boom
○	Electric	Magnetic Flux
○	Normal	Screech
○	Psychic	Light Screen
○	Normal	Self Destruct
○	Electric	Discharge
○	Steel	Gyro Ball
○	Psychic	Mirror Coat
○	Dark	Sucker Punch

#102 Exeggcute

TYPE: Grass Psychic



HEIGHT: 0.4m / 1'04"
WEIGHT: 2kg / 5 lbs

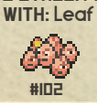
STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Chlorophyll

Egg Pokémon
Even though it appears to be eggs of some sort, it is related more to a seed. It gathers in packs of six that have a mental link with eachother. Each one of them has a different personality.

EVOLUTIVE STAGE: First.
EVOLVES WITH: Leaf Stone.


#102

#103

RANK	TYPE	MOVE NAME
○	Normal	Barrage
○	Psychic	Hypnosis
○	Grass	Leech Seed
○	Grass	Stun Spore
○	Grass	Sleep Powder
○	Grass	Worry Seed
○	Grass	Solar Beam
○	Normal	Bestow
○	Grass	Ingrain

RANK	TYPE	MOVE NAME
○	Normal	Uproar
○	Psychic	Reflect
○	Grass	Bullet Seed
○	Poison	Poison Powder
○	Psychic	Confusion
○	Normal	Natural Gift
○	Psychic	Extrasensory
○	Ghost	Nightmare
○	Ghost	Curse

#103 Exeggutor

TYPE: Grass Psychic



HEIGHT: 2m / 6'07"
WEIGHT: 120kg / 264 lbs

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●●○○○○
INSIGHT ●●○○○

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Chlorophyll & Harvest

Coconut Pokémon
Originally from tropical areas.
Exeggutor's heads grow larger with strong sunlight. Each head thinks independently. They are friendly and provide their shade to other Pokémon.

EVOLUTIVE STAGE: Final.


#102

#103

RANK	TYPE	MOVE NAME
○	Normal	Barrage
○	Psychic	Hypnosis
○	Normal	Stomp
○	Normal	Egg Bomb
○	Grass	Leaf Storm
○	Grass	Grassy Terrain

RANK	TYPE	MOVE NAME
○	Psychic	Confusion
○	Grass	Seed Bomb
○	Psychic	Psyshock
○	Grass	Wood Hammer
○	Ghost	Nightmare
○	Ghost	Curse

#103 Exeggutor (Alola)

TYPE: Grass / Dragon



STRENGTH	●●●○○
DEXTERITY	●●○○
VITALITY	●●○○○
SPECIAL	●●●○○○
INSIGHT	●●○○○

HEIGHT: 11m / 36'00" WEIGHT: 415kg / 916 lbs

BASE HP: 5 SUGGESTED RANK: Amateur

ABILITIES: Frisk & Harvest

EVOLUTIVE STAGE: Final.



Coconut Pokémon

Alola is the native region for this Pokémon, only in there it can evolve into this form. With this size, its Psychic abilities are rarely needed and its trainer's order's rarely heard. They enjoy the sun in the beach..

RANK	TYPE	MOVE NAME
○	Normal	Barrage
○	Psychic	Confusion
○	Normal	Egg Bomb
○	Dragon	Dragon Hammer
○	Grass	Leaf Storm
○	Grass	Ingrain

RANK	TYPE	MOVE NAME
○	Psychic	Hypnosis
○	Grass	Seed Bomb
○	Psychic	Psyshock
○	Grass	Wood Hammer
○	Dragon	Dragon Tail
○	Normal	Giga Impact

#104 Cubone

TYPE: Ground



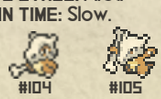
STRENGTH	●●○○
DEXTERITY	●●○
VITALITY	●●●○○
SPECIAL	●●○○
INSIGHT	●●○○

HEIGHT: 0.4m / 1'04" WEIGHT: 6kg / 14 lbs

BASE HP: 3 SUGGESTED RANK: Beginner

ABILITIES: Rock Head & Lightning Rod

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.



Lonely Pokémon

Cubone wears a skull helmet it never removes. It is said to be from its mother or someone dear to it. Lives in the mountains where it cries at night due to the sadness it feels. It is distrustful of humans.

RANK	TYPE	MOVE NAME
○	Normal	Growl
○	Ground	Bone Club
○	Normal	Leer
○	Ground	Bonemerang
○	Normal	False Swipe
○	Dark	Fling
○	Ground	Stomping Tantrum
○	Normal	Double Edge
○	Steel	Iron Defense
○	Fight	Detect

RANK	TYPE	MOVE NAME
○	Normal	Tail Whip
○	Normal	Focus Energy
○	Normal	Headbutt
○	Normal	Rage
○	Normal	Endeavor
○	Ground	Bone Rush
○	Normal	Thrash
○	Normal	Retaliate
○	Fight	Double Kick

#105 Marowak

TYPE: Ground



STRENGTH	●●○○○
DEXTERITY	●●○○
VITALITY	●●●○○○
SPECIAL	●●○○
INSIGHT	●●○○○

HEIGHT: 1m / 3'03" WEIGHT: 45kg / 99 lbs

BASE HP: 4 SUGGESTED RANK: Amateur

ABILITIES: Rock Head & Lightning Rod

EVOLUTIVE STAGE: First.



Bone Keeper Pokémon

Its rough past has hardened its heart. Now tenacious and violent, this Pokémon will use its Bone club as a weapon against foes. Marowak's den is usually full of the bones it has collected.

RANK	TYPE	MOVE NAME
○	Normal	Growl
○	Ground	Bone Club
○	Normal	Leer
○	Ground	Bonemerang
○	Normal	False Swipe
○	Dark	Fling
○	Ground	Stomping Tantrum
○	Normal	Double Edge
○	Normal	Perish Song

RANK	TYPE	MOVE NAME
○	Normal	Tail Whip
○	Normal	Focus Energy
○	Normal	Headbutt
○	Normal	Rage
○	Normal	Endeavor
○	Ground	Bone Rush
○	Normal	Thrash
○	Normal	Retaliate
○	Dragon	Outrage
○	Fight	Detect

#105 Marowak (Alola)

TYPE: Fire / Ghost



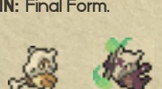
STRENGTH	●●○○○
DEXTERITY	●●○○
VITALITY	●●●○○○
SPECIAL	●●○○
INSIGHT	●●○○○

HEIGHT: 1m / 3'03" WEIGHT: 34kg / 75 lbs

BASE HP: 4 SUGGESTED RANK: Amateur

ABILITIES: Cursed Body & Lightning Rod

EVOLUTION: Final Form.



Bone Keeper Pokémon

Alola has many predators for an orphaned Cubone, so its mother's spirit lingered close to protect her baby. This otherworldly influence made Marowak fiercer and changed its type completely.

RANK	TYPE	MOVE NAME
○	Normal	Growl
○	Ground	Bone Club
○	Normal	Leer
○	Ground	Bonemerang
○	Ghost	Shadow Bone
○	Dark	Fling
○	Normal	Thrash
○	Normal	Retaliate
○	Normal	Perish Song
○	Fire	Flame Charge

RANK	TYPE	MOVE NAME
○	Normal	Tail Whip
○	Ghost	Hex
○	Fire	Flame Wheel
○	Fire	Will-o-Wisp
○	Normal	Endeavor
○	Ground	Stomping Tantrum
○	Fire	Flare Blitz
○	Ground	Bone Rush
○	Dark	Brutal Swing

#106 Hitmonlee

TYPE: Fight



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Fight	Double Kick	1	Fight	Revenge
2	Psychic	Meditate	2	Fight	Rolling Kick
2	Fight	Jump Kick	2	Fight	Brick Break
2	Normal	Focus Energy	2	Normal	Feint
2	Fight	High Jump Kick	2	Normal	Mind Reader
2	Normal	Foresight	2	Rock	Wide Guard
2	Fire	Blaze Kick	3	Normal	Endure
3	Normal	Mega Kick	3	Fight	Close Combat
3	Fight	Reversal	4	Flying	Bounce
4	Normal	Rapid Spin	4	Fight	Mach Punch

HEIGHT: 1.5m / 5'00"
WEIGHT: 50kg / 110 lbs

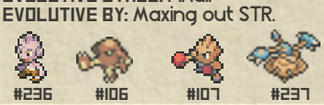
Kicking Pokémon
Its legs freely stretch and contract. It bowls over foes with devastating kicks. It is very disciplined and trains every day. It is very rare in the wild, and it is mostly found in urban areas.

STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○
INSIGHT ●●●○○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Limber & Reckless

EVOLUTIVE STAGE: Final.
EVOLUTIVE BY: Maxing out STR.


#236 #106 #107 #237

#107 Hitmonchan

TYPE: Fight



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Fight	Revenge	1	Normal	Comet Punch
2	Psychic	Agility	2	Dark	Pursuit
2	Fight	Mach Punch	2	Steel	Bullet Punch
2	Normal	Feint	2	Fight	Vaccum Wave
2	Fight	Quick Guard	2	Electric	Thunder Punch
2	Ice	Ice Punch	2	Fire	Fire Punch
2	Fight	Sky Uppercut	2	Normal	Mega Punch
3	Fight	Detect	3	Fight	Focus Punch
3	Fight	Counter	3	Fight	Close Combat
4	Normal	Rapid Spin	4	Fight	Drain Punch
4	Fight	High Jump Kick			

HEIGHT: 1.4m / 4'07"
WEIGHT: 50kg 110 lbs

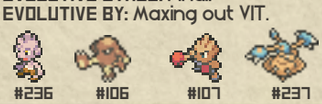
Punching Pokémon
It specializes in punching as fast as it can. Using a corkscrew motion, it can even drill through concrete with it's bare hands. This Pokémon takes its training very seriously. It's very rare to see one in the wild.

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●○
INSIGHT ●●●○○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Keen Eye & Iron Fist

EVOLUTIVE STAGE: Final.
EVOLUTIVE BY: Maxing out VIT.


#236 #106 #107 #237

#108 Lickitung

TYPE: Normal



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Ghost	Lick	1	Normal	Supersonic
2	Normal	Defense Curl	2	Dark	Knock Off
2	Normal	Wrap	2	Normal	Stomp
2	Normal	Disable	2	Normal	Slam
2	Rock	Rollout	2	Normal	Chip Away
2	Normal	Me First	3	Normal	Refresh
3	Normal	Screech	3	Grass	Power Whip
3	Normal	Wring Out	4	Normal	Belly Drum
4	Water	Aqua Tail	4	Psychic	Zen Headbutt

HEIGHT: 1.2m / 4'00"
WEIGHT: 65kg / 144 lbs

Licking Pokémon
Its tongue is twice as long as its body and it is used for everything, from capturing prey to feeling it's surroundings and cleaning itself. It really dislikes sour and bitter flavors.

STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

BASE HP: 3
SUGGESTED RANK: Amateur

ABILITIES: Own Tempo & Oblivious

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.


#108 #463

#109 Koffing

TYPE: Poison



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Poison	Poison Gas	1	Normal	Tackle
2	Poison	Smog	2	Normal	Smokescreen
2	Poison	Clear Smog	2	Dark	Assurance
2	Poison	Sludge	2	Normal	Self Destruct
2	Ice	Haze	2	Steel	Gyro Ball
2	Poison	Sludge Bomb	3	Normal	Explosion
3	Ghost	Destiny Bond	3	Poison	Belch
3	Dark	Memento	4	Poison	Toxic Spikes
4	Normal	Pain Split	4	Rock	Rollout

HEIGHT: 0.6m / 2'00"
WEIGHT: 1kg / 2 lbs

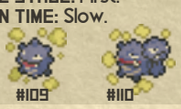
Poison Gas Pokémon
It is drawn to the smog and fumes of the cities. It fills its body with toxic gases to float like a balloon. When it gets nervous it releases a sickly green gas. Breathing this gas will give you a bad case of sniffles.

STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 3
SUGGESTED RANK: Beginner

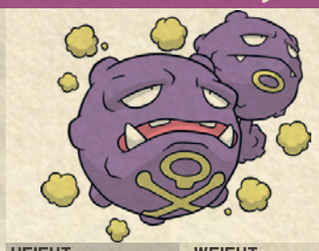
ABILITIES: Levitate & Neutralizing Gas

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.


#109 #110

#110 Weezing

TYPE: Poison



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1.2m / 4'00"
WEIGHT: 9kg / 20 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Levitate & Neutralizing Gas

Poison Gas Pokémon
They are considered a pest in urban areas. They wait until night to roam and eat from the trash cans in the neighborhood. If it finds a filthy and unkept house it will make its nest in there.

EVOLUTION: Final Form.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Poison	Poison Gas	1	Normal	Tackle
2	Poison	Smog	2	Normal	Smokescreen
3	Poison	Clear Smog	3	Dark	Assurance
4	Poison	Sludge	4	Normal	Self Destruct
5	Ice	Haze	5	Normal	Double Hit
6	Poison	Sludge Bomb	6	Normal	Explosion
7	Ghost	Destiny Bond	7	Poison	Belch
8	Dark	Memento	8	Poison	Toxic Spikes
9	Normal	Pain Split	9	Psychic	Psybeam

#111 Rhyhorn

TYPE: Ground Rock



STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 1m / 3'03"
WEIGHT: 115kg / 253 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Rock Head & Lightningrod

Spikes Pokémon
It lives in grasslands and rough terrains. It is covered with a thick hide and it tramples any threats by running towards them. It is not very smart, though. It can keep trampling things for hours just because.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Normal	Horn Attack	1	Normal	Tail Whip
2	Normal	Stomp	2	Normal	Fury Attack
3	Rock	Smack Down	3	Normal	Scary Face
4	Rock	Rock Blast	4	Ground	Bulldoze
5	Normal	Chip Away	5	Normal	Take Down
6	Ground	Drill Run	6	Rock	Stone Edge
7	Ground	Earthquake	7	Normal	Horn Drill
8	Bug	Megahorn	8	Electric	Thunder Fang
9	Ice	Ice Fang	9	Fire	Fire Fang

#112 Rhydon

TYPE: Ground Rock



STRENGTH ●●●○○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.9m / 6'03"
WEIGHT: 240kg / 528 lbs

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Rock Head & Lightningrod

Drill Pokémon
It has a horn that serves as a drill for destroying rocks and boulders. Rhydon occasionally goes for a swim in rivers and even magma pools. Its great resistance prevents it from taking any damage.

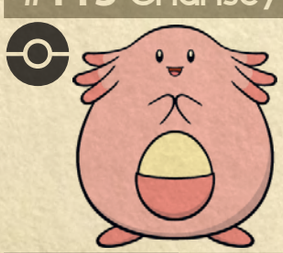
EVOLUTIVE STAGE: Second.
EVOLVES WITH: Trade holding an Item.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Normal	Horn Attack	1	Normal	Tail Whip
2	Normal	Stomp	2	Normal	Fury Attack
3	Rock	Smack Down	3	Normal	Scary Face
4	Rock	Rock Blast	4	Ground	Bulldoze
5	Normal	Chip Away	5	Normal	Take Down
6	Ground	Drill Run	6	Fight	Hammer Arm
7	Rock	Stone Edge	7	Ground	Earthquake
8	Normal	Horn Drill	8	Bug	Megahorn
9	Dragon	Dragon Rush	9	Normal	Skull Bash
10	Steel	Smart Strike			

#113 Chansey

TYPE: Normal



STRENGTH ●○
DEXTERITY ●●○○
VITALITY ●○
SPECIAL ●○○
INSIGHT ●●●○○○

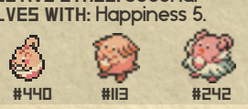
HEIGHT: 1.1m / 3'07"
WEIGHT: 34kg / 76 lbs

BASE HP: 12
SUGGESTED RANK: Beginner

ABILITIES: Natural Cure & Serene Grace

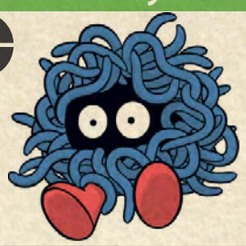
Egg Pokémon
There are only females in this species. Chansey lays a nutritive egg every day. These eggs are fed to the sick to give them strength. It is a loving and smart Pokémon, but it's pretty rare and elusive in the wild.

EVOLUTIVE STAGE: Second.
EVOLVES WITH: Happiness 5.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Normal	Pound	1	Normal	Defense Curl
2	Normal	Refresh	2	Normal	Growl
3	Normal	Soft Boiled	3	Normal	Double Slap
4	Psychic	Heal Pulse	4	Normal	Bestow
5	Normal	Minimize	5	Normal	Take Down
6	Normal	Sing	6	Dark	Fling
7	Normal	Double-Edge	7	Normal	Egg Bomb
8	Psychic	Light Screen	8	Psychic	Healing Wish
9	Normal	Heal Bell	9	Fight	Seismic Toss
10	Normal	Present			

#114 Tangela



TYPE: Grass

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Constrict		Grass	Ingrain
	Grass	Sleep Powder		Grass	Vine Whip
	Grass	Absorb		Poison	Poison Powder
	Normal	Bind		Normal	Growth
	Grass	Mega Drain		Dark	Knock Off
	Grass	Stun Spore		Normal	Natural Gift
	Normal	Slam		Rock	Ancient Power
	Grass	Giga Drain		Normal	Tickle
	Normal	Wring Out		Grass	Grassy Terrain
	Grass	Power Whip		Psychic	Amnesia
	Psychic	Confusion		Normal	Substitute

STRENGTH ●●○
DEXTERITY ●●○
VITALITY ●●●○○
SPECIAL ●●●○○
INSIGHT ●○○

HEIGHT: 1m / 3'03"
WEIGHT: 35kg / 77 lbs

BASE HP: 3
SUGGESTED RANK: Amateur

ABILITIES: Chlorophyll & Leaf Guard

Vine Pokémon
It blends with foliage on jungle and forest areas. Its vines snap off easily and painlessly if they are grabbed, allowing it to make a quick getaway. The lost vines are replaced by new growth the very next day.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.


#114

#465

#115 Kangaskhan



TYPE: Normal

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Comet Punch		Normal	Leer
	Normal	Fake Out		Normal	Tail Whip
	Dark	Bite		Normal	Double Hit
	Normal	Rage		Normal	Mega Punch
	Normal	Chip Away		Normal	Dizzy Punch
	Dark	Crunch		Normal	Endure
	Dragon	Outrage		Dark	Sucker Punch
	Fight	Reversal		Water	Aqua Tail
	Normal	Captivate		Fight	Counter

STRENGTH ●●●○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●○○
INSIGHT ●●○○○

HEIGHT: 2.2m / 7'03"
WEIGHT: 160kg / 352lbs

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Early Bird & Scrappy

Parent Pokémon
A female only species. It raises its offspring in its belly pouch. The young leaves once it learns to find its own food. In the wild, mothers and daugthers fiercly defend eachother.

EVOLUTIVE STAGE: Final.


#115

Mega-Kangaskhan



TYPE: Normal

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Comet Punch		Normal	Leer
	Normal	Fake Out		Normal	Tail Whip
	Dark	Bite		Normal	Double Hit
	Normal	Rage		Normal	Mega Punch
	Normal	Chip Away		Normal	Dizzy Punch
	Dark	Crunch		Normal	Endure
	Dragon	Outrage		Dark	Sucker Punch
	Fight	Reversal		Water	Aqua Tail
	Normal	Captivate		Fight	Counter

STRENGTH ●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●●○○○

HEIGHT: 2.2m / 7'03"
WEIGHT: 160kg / 352lbs

BASE HP: 6
SUGGESTED RANK: Ace

ABILITIES: Parental Bond

Parent Pokémon
The mother gives all the power of the Mega Stone to her child. The child grows violent and both team up as formidable fighters. But the mother worries about her child's future as she raised it better than that.

EVOLUTIVE STAGE: Mega Evolution.


#115

#115

#116 Horsea



TYPE: Water

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Water	Water Gun		Normal	Smokescreen
	Normal	Leer		Water	Bubble
	Normal	Focus Energy		Water	Bubble Beam
	Psychic	Agility		Dragon	Twister
	Water	Brine		Water	Hydro Pump
	Dragon	Dragon Dance		Dragon	Dragon Pulse
	Ice	Aurora Beam		Bug	Signal Beam
	Water	Octazooka			

STRENGTH ●●○
DEXTERITY ●●○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 8kg / 17 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Swift Swim & Sniper

Dragon Pokémon
It makes its nest in the shade of corals in shallow parts of the sea. If it senses danger, it spits a murky ink and flees. It has been seen shooting down flying bugs to eat them.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.


#116

#117

#230

#117 Seadra



TYPE: Water

STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○

HEIGHT: 1.2m / 4'00"
WEIGHT: 25kg / 55 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Swift Swim & Sniper

EVOLUTIVE STAGE: Second.
EVOLVES BY: Trade holding an Item.


#116

#117

#230

Dragon Pokémon
The poisonous barbs all over its body are highly valued as ingredients for making traditional medicine.
It will show no mercy if anything approaches its nest. Its back fin has a numbing substance

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Water	Water Gun	1	Normal	Smokescreen
2	Normal	Leer	2	Water	Bubble
3	Normal	Focus Energy	3	Water	Bubble Beam
4	Psychic	Agility	4	Dragon	Twister
5	Water	Brine	5	Water	Hydro Pump
6	Dragon	Dragon Dance	6	Dragon	Dragon Pulse
7	Ice	Aurora Beam	7	Bug	Signal Beam
8	Water	Octazooka			

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Flying	Peck	1	Water	Water Sport
2	Normal	Supersonic	2	Normal	Horn Attack
3	Water	Water Pulse	3	Normal	Flail
4	Water	Aqua Ring	4	Normal	Fury Attack
5	Water	Waterfall	5	Normal	Horn Drill
6	Psychic	Agility	6	Water	Soak
7	Bug	Megahorn	7	Flying	Bounce
8	Ground	Mud Sport	8	Ground	Drill Run

#118 Goldeen



TYPE: Water

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○
INSIGHT ●●○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 15kg / 33 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Swift Swim & Water Veil

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.


#118

#119

Goldfish Pokémon
Goldeen loves swimming wild and free in rivers and ponds. If one of these Pokémon is placed in an aquarium, it will shatter the glass with its horn and make its escape.

#119 Seaking



TYPE: Water

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.4m / 4'03"
WEIGHT: 60kg / 132 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Swift Swim & Water Veil

EVOLUTIVE STAGE: Final.


#118

#119

Goldfish Pokémon
In the autumn, Seaking males can be seen doing courtship dances to females. After getting a mate both will be seen swimming powerfully up rivers and creeks to make their nest.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Flying	Peck	1	Water	Water Sport
2	Normal	Horn Attack	2	Normal	Tail Whip
3	Normal	Supersonic	3	Poison	Poison Jab
4	Water	Water Pulse	4	Normal	Flail
5	Water	Aqua Ring	5	Normal	Fury Attack
6	Water	Waterfall	6	Normal	Horn Drill
7	Psychic	Agility	7	Water	Soak
8	Bug	Megahorn	8	Flying	Bounce
9	Ground	Mud Sport	9	Ground	Drill Run

#120 Staryu



TYPE: Water

STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 34kg / 76 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Illuminate & Natural Cure

EVOLUTIVE STAGE: First.
EVOLVES WITH: Water Stone.


#120

#121

Starshape Pokémon
They come out to the shore in great numbers when the sky is full with stars. The core at its center glows to comunicate with others.
If a part of its body is injured it can regrow it in a few days.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Normal	Tackle	1	Normal	Harden
2	Water	Water Gun	2	Normal	Rapid Spin
3	Normal	Recover	3	Psychic	Psywave
4	Normal	Swift	4	Water	Bubble Beam
5	Normal	Camouflage	5	Steel	Gyro Ball
6	Water	Brine	6	Normal	Minimize
7	Normal	Reflect Type	7	Rock	Power Gem
8	Ghost	Confuse Ray	8	Psychic	Psychic
9	Psychic	Light Screen	9	Psychic	Cosmic Power
10	Water	Hydro Pump	10	Electric	Thunder Wave
11	Bug	Signal Beam	11	Dragon	Twister

#121 Starmie

TYPE: Water / Psychic



STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 1.1m / 3'07"
WEIGHT: 80kg / 176 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Illuminate & Natural Cure

EVOLUTIVE STAGE: Final.


#120

#121

Mysterious Pokémon
This Pokémon has been given the nickname "the gem of the sea." It swims through water by spinning its star-shaped body as if it were a propeller on a ship. The core at the center glows with different colors.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Spotlight	○	Water	Water Gun
○	Normal	Recover	○	Normal	Swift
○	Normal	Rapid Spin	○	Ghost	Confuse Ray
○	Water	Hydro Pump	○	Bug	Signal Beam
○	Electric	Thunder Wave	○	Dragon	Twister

#122 Mr. Mime

TYPE: Psychic / Fairy



STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 1.3m / 4'03"
WEIGHT: 54kg / 120 lbs

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Soundproof & Filter

EVOLUTIVE STAGE: Final.


#439

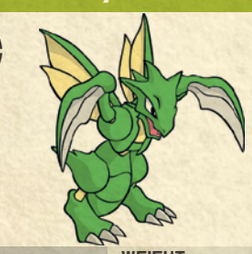
#122

Barrier Pokémon
You don't find this Pokémon, it finds you. It is really smart and amuses itself by showing people its power to create barriers with pantomime. It creates an invisible box and flees when you try to figure out the exit.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Psychic	Barrier	○	Psychic	Confusion
○	Fight	Quick Guard	○	Rock	Wide Guard
○	Grass	Magical Leaf	○	Psychic	Trick
○	Psychic	Power Swap	○	Psychic	Guard Swap
○	Normal	Copycat	○	Psychic	Meditate
○	Normal	Double Slap	○	Normal	Mimic
○	Psychic	Psywave	○	Normal	Encore
○	Psychic	Light Screen	○	Psychic	Reflect
○	Psychic	Psybeam	○	Normal	Substitute
○	Normal	Recycle	○	Fairy	Misty Terrain
○	Psychic	Psychic	○	Psychic	Role Play
○	Normal	Baton Pass	○	Normal	Safeguard
○	Ghost	Confuse Ray	○	Normal	Fake Out
○	Dark	Nasty Plot			

#123 Scyther

TYPE: Bug / Flying



STRENGTH ●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 56kg / 123 lbs

BASE HP: 3
SUGGESTED RANK: Amateur

ABILITIES: Swarm & Technician

EVOLUTIVE STAGE: First.
EVOLVES BY: Trade holding an Item.


#123

#212

Mantis Pokémon
It's pretty rare but a few swarms have been seen in the grasslands. It tears and shreds prey with its wickedly sharp scythes and very rarely spreads its wings to fly. This pokemon is stealthy and aggressive.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Quick Attack	○	Normal	Leer
○	Fight	Vacuum Wave	○	Normal	Focus Energy
○	Normal	False Swipe	○	Dark	Pursuit
○	Psychic	Agility	○	Flying	Wing Attack
○	Bug	Fury Cutter	○	Normal	Slash
○	Normal	Razor Wind	○	Normal	Double Team
○	Normal	Double Hit	○	Dark	Night Slash
○	Bug	X-Scissor	○	Flying	Air Slash
○	Normal	Swords Dance	○	Normal	Feint
○	Flying	Tailwind	○	Steel	Steel Wing
○	Fight	Quick Guard			

#124 Jynx

TYPE: Ice / Psychic



STRENGTH ●●○○
DEXTERITY ●●●○○○
VITALITY ●○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 1.4m / 4'07"
WEIGHT: 41kg / 89 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Oblivious & Forewarn

EVOLUTIVE STAGE: Final.


#238

#124

Humanshape Pokémon
It is not common outside cold areas. This Pokémon is female only. Its cries sound like human speech. However, it is impossible to tell what it is trying to say. The way it moves and talks induce others to dance.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Pound	○	Ghost	Lick
○	Normal	Lovely Kiss	○	Ice	Powder Snow
○	Fairy	Draining Kiss	○	Normal	Body Slam
○	Normal	Double Slap	○	Ice	Ice Punch
○	Psychic	Heart Stamp	○	Normal	Mean Look
○	Dark	Fake Tears	○	Fight	Wake-Up Slap
○	Ice	Avalanche	○	Normal	Perish Song
○	Normal	Wring Out	○	Ice	Blizzard
○	Normal	Fake Out	○	Dark	Nasty Plot
○	Ice	Aurora Veil			

#125 Electabuzz

TYPE: Electric



STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 1.1m / 3'07"
WEIGHT: 30kg / 66 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Static

Electric Pokémon
A violent Pokémon. It searches for spots where it can feed on electricity and has been seen absorbing lightning from the sky.
It's competitive and aggressive with others.

EVOLUTIVE STAGE: Second.
EVOLVES WITH: Trade holding an Item.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Quick Attack		Normal	Leer
	Electric	Thunder Shock		Fight	Low Kick
	Normal	Swift		Electric	Shock Wave
	Electric	Thunder Wave		Electric	Electro Ball
	Psychic	Light Screen		Electric	Thunder Punch
	Electric	Discharge		Normal	Screech
	Electric	Thunderbolt		Electric	Thunder
	Dragon	Dual Chop		Ice	Ice Punch
	Psychic	Meditate			

#126 Magmar

TYPE: Fire



STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 1.3m / 4'03"
WEIGHT: 44kg / 98 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Flame Body

Spitfire Pokémon
It can be found living in volcanic areas. In battle, Magmar blows out intense flames all over its body to intimidate the opponent. This creates heat waves that ignite grass and trees in the surroundings.

EVOLUTIVE STAGE: Second.
EVOLVES WITH: Trade holding an Item.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Poison	Smog		Normal	Leer
	Fire	Ember		Normal	Smokescreen
	Dark	Feint Attack		Fire	Fire Spin
	Poison	Clear Smog		Fire	Flame Burst
	Ghost	Confuse Ray		Fire	Fire Punch
	Fire	Sunny Day		Fire	Lava Plume
	Fire	Flamethrower		Fire	Fire Blast
	Fire	Heat Wave		Fight	Karate Chop
	Dragon	Dual Chop			

#127 Pinsir

TYPE: Bug



STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 55kg 120 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Hyper Cutter & Mold Breaker

Stagbeetle Pokémon
Their pincers are strong enough to shatter thick logs. Because they dislike cold, Pinsirs burrow and sleep under the ground on chilly nights. They like to eat sap and honey, but they are aggressive by nature.

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Vice Grip		Normal	Focus Energy
	Normal	Bind		Fight	Seismic Toss
	Normal	Harden		Fight	Revenge
	Fight	Brick Break		Fight	Vital Throw
	Normal	Double Hit		Fight	Submission
	Bug	X-Scissor		Fight	Storm Throw
	Normal	Thrash		Normal	Swords Dance
	Fight	Superpower		Normal	Guillotine
	Steel	Iron Defense		Rock	Stealth Rock
	Dark	Feint Attack			

Mega-Pinsir

TYPE: Bug / Flying



STRENGTH ●●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.7m / 5'07"
WEIGHT: 59kg / 130lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Aerialate

Stagbeetle Pokémon
With the power of the Mega Stone it develops wings and inhuman strength. It can lift foes heavier than itself and still fly with ease. Its mind is in a constant state of excitement and it cannot stay still.

EVOLUTIVE STAGE: Mega Evolution.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Vice Grip		Normal	Focus Energy
	Normal	Bind		Fight	Seismic Toss
	Normal	Harden		Fight	Revenge
	Fight	Brick Break		Fight	Vital Throw
	Normal	Double Hit		Fight	Submission
	Bug	X-Scissor		Fight	Storm Throw
	Normal	Thrash		Normal	Swords Dance
	Fight	Superpower		Normal	Guillotine
	Steel	Iron Defense		Rock	Stealth Rock
	Dark	Feint Attack			

#128 Tauros

TYPE: Normal



RANK	TYPE	MOVE NAME
	Normal	Tackle
	Normal	Rage
	Dark	Pursuit
	Psychic	Rest
	Normal	Work Up
	Normal	Take Down
	Normal	Thrash
	Steel	Smart Strike
	Normal	Sleep Talk

RANK	TYPE	MOVE NAME
	Normal	Tail Whip
	Normal	Horn Attack
	Normal	Scary Face
	Dark	Payback
	Psychic	Zen Headbutt
	Normal	Swagger
	Normal	Giga Impact
	Dragon	Outrage

STRENGTH ●●●○○
DEXTERITY ●●●○○
VITALITY ●●●○○
SPECIAL ●●○
INSIGHT ●●○○○

HEIGHT: 1.4m / 4'07"
WEIGHT: 176kg /388 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Intimidate & Anger Point

EVOLUTIVE STAGE: Final.

#128

Wild Bull Pokémon
This is a Male species. They travel in herds around the plains and fight each other by locking horns. The herd's protector takes pride in its battle-scarred horns. Miltank is the female of this species.

#129 Magikarp

TYPE: Water



RANK	TYPE	MOVE NAME
	Normal	Splash
	Normal	Flail

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Flying	Bounce

STRENGTH ●○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●○
INSIGHT ●○○

HEIGHT: 0.9m / 2'11"
WEIGHT: 10kg / 22 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Swift Swim

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.

#129 #130

Fish Pokémon
Magikarp is a pathetic excuse of a Pokémon that is not even good to eat. It's only capable of flopping and splashing. However, it can survive in any body of water no matter how polluted it is.

#130 Gyarados

TYPE: Water Flying



RANK	TYPE	MOVE NAME
	Dragon	Dragon Rage
	Dragon	Twister
	Normal	Scary Face
	Normal	Thrash
	Water	Rain Dance
	Water	Hydro Pump
	Normal	Hyper Beam
	Electric	Thunder Wave
	Flying	Bounce

RANK	TYPE	MOVE NAME
	Normal	Leer
	Ice	Ice Fang
	Dark	Bite
	Water	Aqua Tail
	Dark	Crunch
	Dragon	Dragon Dance
	Flying	Hurricane
	Dragon	Outrage

STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●●○○

HEIGHT: 6.5m / 21'04"
WEIGHT: 235kg / 518 lbs

BASE HP: 7
SUGGESTED RANK: Ace

ABILITIES: Intimidate

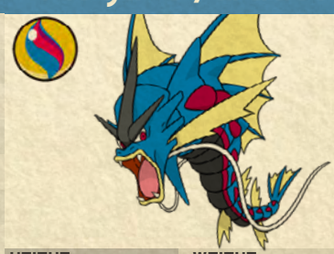
EVOLUTIVE STAGE: Final.

#129 #130

Atrocious Pokémon
It's rarely seen in the wild. This huge and vicious Pokémon is known for the destruction it leaves in its wake. In ancient literature, there is a record of a Gyarados that razed a village when violence flared.

Mega-Gyarados

TYPE: Water Dark



RANK	TYPE	MOVE NAME
	Dragon	Dragon Rage
	Dragon	Twister
	Normal	Scary Face
	Normal	Thrash
	Water	Rain Dance
	Water	Hydro Pump
	Normal	Hyper Beam
	Electric	Thunder Wave
	Flying	Bounce

RANK	TYPE	MOVE NAME
	Normal	Leer
	Ice	Ice Fang
	Dark	Bite
	Water	Aqua Tail
	Dark	Crunch
	Dragon	Dragon Dance
	Flying	Hurricane
	Dragon	Outrage

STRENGTH ●●●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○○

HEIGHT: 6.5m / 21'04"
WEIGHT: 100kg / 220 lbs

BASE HP: 8
SUGGESTED RANK: Pro

ABILITIES: Mold Breaker

EVOLUTIVE STAGE: Mega Evolution.

#130 #130

Atrocious Pokémon
With the power of the Mega Stone its body suffers a lot of strain, making it faster and stronger but also angrier and uncontrollable.
It must have a strong bond or it will fall into a destructive rampage.

#131 Lapras

TYPE: Water / Ice



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○○

HEIGHT: 2.5m / 8′02″
WEIGHT: 132kg / 292 lbs

BASE HP: 6
SUGGESTED RANK: Amateur

ABILITIES: Shell Armor & Water Absorb

EVOLUTIVE STAGE: Final.

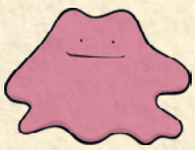

#131

Transport Pokémon
People have driven Lapras near the point of extinction. In the evenings, this Pokémon is said to sing as it seeks what few others of its kind still remain. Their gentle nature has made them easy to lure and catch.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Sing	○	Normal	Growl
●	Water	Water Gun	●	Ice	Mist
●	Ghost	Confuse Ray	●	Ice	Ice Shard
●	Water	Water Pulse	●	Normal	Body Slam
●	Water	Rain Dance	●	Water	Brine
●	Ice	Ice Beam	◐	Normal	Perish Song
◐	Normal	Safeguard	◐	Water	Hydro Pump
◐	Ice	Sheer Cold	●	Dragon	Dragon Dance
●	Ice	Freeze-Dry	●	Dragon	Outrage

#132 Ditto

TYPE: Normal



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.3m / 1′00″
WEIGHT: 4kg / 8 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Limber

EVOLUTIVE STAGE: Final.


#132

Transform Pokémon
This Pokémon is quite common but it's pretty difficult to spot. It can transform into any other Pokémon and imitate their behavior. When it sleeps, it changes into a stone to avoid being attacked.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Transform			

#133 Eevee

TYPE: Normal



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.3m / 1′00″
WEIGHT: 6kg / 14 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Run Away & Adaptability

EVOLUTIVE STAGE: First.
EVOLVES WITH: Different methods.

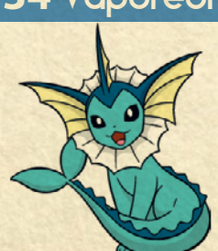

#133

Evolution Pokémon
This Pokémon is extremely rare to find. Eevee has an unstable genetic makeup that suddenly mutates to fit its environment. Radiation from various stones causes this Pokémon to evolve.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Helping Hand	○	Normal	Growl
●	Normal	Tackle	●	Normal	Tail Whip
●	Ground	Sand Attack	●	Fairy	Baby-Doll Eyes
●	Normal	Swift	●	Normal	Quick Attack
●	Dark	Bite	●	Normal	Refresh
●	Normal	Covet	●	Normal	Take Down
●	Fairy	Charm	●	Normal	Baton Pass
◐	Normal	Double-Edge	◐	Normal	Last Resort
◐	Normal	Trump Card	●	Normal	Wish
●	Normal	Tickle	●	Dark	Fake Tears

#134 Vaporeon

TYPE: Water



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 1m / 3′03″
WEIGHT: 29kg / 63 lbs

BASE HP: 6
SUGGESTED RANK: Amateur

ABILITIES: Water Absorb

EVOLUTIVE STAGE: Final.
EVOLVED WITH: Water Stone.


#133

#134

Bubble Jet Pokémon
Vaporeon underwent through a strange mutation, it grew fins and gills that allow it to live underwater. This Pokémon has the ability to become translucid when it dives underwater.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Tackle	○	Normal	Helping Hand
●	Normal	Tail Whip	●	Ground	Sand Attack
●	Water	Water Gun	●	Normal	Quick Attack
●	Water	Water Pulse	●	Ice	Aurora Beam
●	Water	Aqua Ring	●	Poison	Acid Armor
●	Ice	Haze	◐	Water	Muddy Water
◐	Normal	Last Resort	◐	Water	Hydro Pump
●	Normal	Wish	●	Ice	Icy Wind
●	Normal	Yawn			

#135 Jolteon

TYPE: Electric



STRENGTH ●●○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 24kg / 54 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Volt Absorb

EVOLUTIVE STAGE: Final.
EVOLVED WITH: Thunder Stone.

#133 #135

Lightning Pokémon
This Pokémon evolved after being affected by electric radiation. Every hair on its body starts to stand sharply if it becomes charged with electricity. It shoots lightning from all around its body.

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Normal	Tail Whip
	Electric	Thunder Shock
	Fight	Double Kick
	Bug	Pin Missile
	Electric	Thunder Wave
	Normal	Last Resort
	Normal	Wish
	Normal	Endure

RANK	TYPE	MOVE NAME
	Normal	Helping Hand
	Ground	Sand Attack
	Normal	Quick Attack
	Electric	Thunder Fang
	Psychic	Agility
	Electric	Discharge
	Electric	Thunder
	Electric	Magnet Rise

#136 Flareon

TYPE: Fire



STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 0.9m / 2'11"
WEIGHT: 25kg / 55 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Flash Fire

EVOLUTIVE STAGE: Final.
EVOLVED WITH: Fire Stone.

#133 #136

Flame Pokémon
A few have been seen in volcanic areas but just like its counterparts is more common to see it being the pet of wealthy people. Its flaming fur is most appreciated for its warm glow and silky touch.

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Normal	Tail Whip
	Fire	Ember
	Dark	Bite
	Fire	Fire Spin
	Poison	Smog
	Normal	Last Resort
	Normal	Wish
	Fire	Heat Wave

RANK	TYPE	MOVE NAME
	Normal	Helping Hand
	Ground	Sand Attack
	Normal	Quick Attack
	Fire	Fire Fang
	Normal	Scary Face
	Fire	Lava Plume
	Fire	Flare Blitz
	Fight	Detect

#137 Porygon

TYPE: Normal



STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 36kg / 80 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Trace & Download

EVOLUTIVE STAGE: First.
EVOLVES BY: Trade holding an Item.

#137 #233 #474

Virtual Pokémon
The first case of a man-made Pokémon created as computer data. It is capable of reverting itself into a program in order to enter the cyberspace. Its software has a fire-wall so it cannot be copied.

RANK	TYPE	MOVE NAME
	Normal	Conversion
	Normal	Conversion 2
	Psychic	Psybeam
	Normal	Recover
	Bug	Signal Beam
	Electric	Discharge
	Normal	Tri Attack
	Electric	Zap Cannon
	Dark	Foul Play

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Normal	Sharpen
	Psychic	Agility
	Electric	Magnet Rise
	Normal	Recycle
	Normal	Lock-On
	Psychic	Magic Coat
	Electric	Electro Web
	Normal	Pain Split

#138 Omanyte

TYPE: Rock / Water



STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●●○○○○
INSIGHT ●●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 7kg / 16 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Swift Swim & Shell Armor

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.

#138 #139

Spiral Pokémon
One of the ancient and extinct Pokémon that have been revived from fossils by science. If attacked, it withdraws into its hard shell. It is not found in the wild anymore, but fossils can be found in the sea.

RANK	TYPE	MOVE NAME
	Normal	Constrict
	Dark	Bite
	Rock	Rollout
	Ground	Mud Shot
	Normal	Protect
	Normal	Tickle
	Normal	Shell Smash
	Poison	Toxic Spikes
	Steel	Iron Defense

RANK	TYPE	MOVE NAME
	Water	Withdraw
	Water	Water Gun
	Normal	Leer
	Water	Brine
	Rock	Ancient Power
	Rock	Rock Blast
	Water	Hydro Pump
	Ground	Spikes

#139 Omastar

TYPE: Rock / Water



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 1m / 3'03"
WEIGHT: 35kg / 72 lbs

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Swift Swim & Shell Armor

EVOLUTIVE STAGE: Final.

#138 #139

Spiral Pokémon
An Omastar used its tentacles to ensnare and capture its prey. It is believed to have become extinct because the shell grew too large, making it slow and ponderous.
It is not found in the wild anymore.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Constrict	○	Water	Withdraw
●	Dark	Bite	●	Water	Water Gun
●	Rock	Rollout	●	Normal	Leer
●	Ground	Mud Shot	●	Water	Brine
●	Normal	Protect	●	Rock	Ancient Power
●	Normal	Spike Cannon	●	Normal	Tickle
●	Rock	Rock Blast	●	Normal	Shell Smash
●	Water	Hydro Pump	●	Poison	Toxic Spikes
●	Ground	Spikes	●	Steel	Iron Defense

#140 Kabuto

TYPE: Rock / Water



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 11kg / 25 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Swif Swim & Battle Armor

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.

#140 #141

Shellfish Pokémon
Kabuto is a Pokémon that has been regenerated from a fossil. However, in extremely rare cases, living specimens have been found. The Pokémon has not changed at all for 300 million years.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Scratch	○	Normal	Harden
●	Grass	Absorb	●	Normal	Leer
●	Ground	Sand Attack	●	Ground	Mud Shot
●	Normal	Endure	●	Water	Aqua Jet
●	Grass	Mega Drain	●	Steel	Metal Sound
●	Rock	Ancient Power	●	Normal	Wring Out
●	Ghost	Confuse Ray	●	Rock	Stealth Rock
●	Steel	Iron Defense			

#141 Kabutops

TYPE: Rock / Water



STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.3m / 4'03"
WEIGHT: 40kg / 13 lbs

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Swift Swim & Battle Armor

EVOLUTIVE STAGE: Final.

#140 #141

Shellfish Pokémon
Kabutops swarmed underwater to hunt for prey. It was apparently evolving from being a water dweller to living on land. It's evident from the changes in its gills and legs.
Its fossils suggests it was aggressive.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Scratch	○	Normal	Harden
●	Grass	Absorb	●	Normal	Leer
●	Ground	Sand Attack	●	Normal	Feint
●	Ground	Mud Shot	●	Steel	Metal Sound
●	Normal	Endure	●	Water	Aqua Jet
●	Grass	Mega Drain	●	Normal	Slash
●	Dark	Night Slash	●	Rock	Ancient Power
●	Normal	Wring Out	●	Steel	Iron Defense
●	Rock	Stealth Rock	●	Ghost	Confuse Ray

#142 Aerodactyl

TYPE: Rock / Flying



STRENGTH ●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.8m / 6'00"
WEIGHT: 120kg /260 lbs

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Rock Head & Pressure

EVOLUTIVE STAGE: Final.

#142

Fossil Pokémon
A vicious Pokémon from the distant past. It appears to have flown by spreading its wings and gliding.
One has been revived from a fossil. It's very dangerous: it attacks with the intent to tear apart its victims.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Flying	Wing Attack	○	Normal	Supersonic
●	Dark	Bite	●	Normal	Scary Face
●	Normal	Take Down	●	Ice	Ice Fang
●	Electric	Thunder Fang	●	Fire	Fire Fang
●	Normal	Roar	●	Psychic	Agility
●	Dark	Crunch	●	Steel	Iron Head
●	Flying	Sky Drop	●	Normal	Hyper Beam
●	Rock	Rock Slide	●	Normal	Giga Impact
●	Dragon	Dragon Breath	●	Flying	Roost
●	Water	Aqua Tail			

Mega-Aerodactyl

TYPE: Rock / Flying

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Flying	Wing Attack		Normal	Supersonic
	Dark	Bite		Normal	Scary Face
	Normal	Take Down		Ice	Ice Fang
	Electric	Thunder Fang		Fire	Fire Fang
	Normal	Roar		Psychic	Agility
	Dark	Crunch		Steel	Iron Head
	Flying	Sky Drop		Normal	Hyper Beam
	Rock	Rock Slide		Normal	Giga Impact
	Dragon	Dragon Breath		Flying	Roost
	Water	Aqua Tail			



HEIGHT: 2.1m / 7'00" WEIGHT: 180kg / 396 lbs

Fossil Pokémon
With the power of the Mega Stone it restores the original appearance it had millions of years ago with its body covered in sharp rocks. It is very aggressive and will attack anything that moves.

STRENGTH ●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○○

BASE HP: 5 SUGGESTED RANK: Pro

ABILITIES: Tough Claws

EVOLUTIVE STAGE: Mega Evolution.



#143 Snorlax

TYPE: Normal



HEIGHT: 2.1m / 7'00" WEIGHT: 460kg /1014 lbs

Sleeping Pokémon
Snorlax's typical day consists of eating and sleeping. It is such a docile Pokémon that children use its big belly as a place to play. It only attacks when it's awoken harshly. Fortunately it is a heavy sleeper.

STRENGTH ●●●○○○
DEXTERITY ●●○
VITALITY ●●●○
SPECIAL ●●○○
INSIGHT ●●●○○○

BASE HP: 8 SUGGESTED RANK: Amateur

ABILITIES: Immunity & Thick Fat

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Tackle		Normal	Defense Curl
	Psychic	Amnesia		Ghost	Lick
	Normal	Yawn		Normal	Chip Away
	Normal	Body Slam		Psychic	Rest
	Normal	Snore		Normal	Sleep Talk
	Rock	Rollout		Normal	Block
	Dark	Crunch		Normal	Belly Drum
	Steel	Heavy Slam		Normal	Giga Impact
	Ground	High Horsepower		Dragon	Outrage
	Poison	Gunk Shot		Normal	Self-Destruct

#144 Articuno

TYPE: Ice / Flying

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Flying	Gust		Ice	Powder Snow
	Ice	Mist		Ice	Ice Shard
	Normal	Mind Reader		Rock	Ancient Power
	Psychic	Agility		Ice	Freeze-Dry
	Psychic	Reflect		Ice	Hail
	Flying	Tailwind		Ice	Ice Beam
	Ice	Blizzard		Flying	Roost
	Flying	Hurricane		Ice	Sheer Cold
	Ice	Icy Wind		Water	Water Pulse
	Ghost	Ominous Wind		Normal	Whirlwind
	Flying	Sky Attack		Flying	Fly



HEIGHT: 1.7m / 5'07" WEIGHT: 55kg / 122 lbs

Pokédex has no data.
Rumor has it that one appeared during a blizzard in front of two lost hikers who followed its glistening trail until they found the main road. Others say its silhouette can be seen during raging snow storms.

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●●
SPECIAL ●●●●●●
INSIGHT ●●●●●●●

BASE HP: 4 SUGGESTED RANK: Master

ABILITIES: Pressure & Snow Cloak

EVOLUTIVE STAGE: Unknown.



#145 Zapdos

TYPE: Electric / Flying



HEIGHT: 1.6m / 5'03" WEIGHT: 52kg / 116 lbs

Pokédex has no data.
The myth tells of a bird who lived inside the thunderstorms of the region. It covered itself in lightning while flying in the dark clouds. A news report said it was involved in the closure of an energy plant.

STRENGTH ●●●●●
DEXTERITY ●●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●●●
INSIGHT ●●●●●

BASE HP: 4 SUGGESTED RANK: Master

ABILITIES: Pressure & Static

EVOLUTIVE STAGE: Unknown.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Flying	Peck		Electric	Thunder Shock
	Electric	Thunder Wave		Fight	Detect
	Flying	Pluck		Rock	Ancient Power
	Electric	Charge		Psychic	Agility
	Electric	Discharge		Water	Rain Dance
	Psychic	Light Screen		Flying	Drill Peck
	Electric	Thunder		Flying	Roost
	Electric	Magnetic Flux		Electric	Zap Cannon
	Fire	Heat Wave		Normal	Whirlwind
	Flying	Sky Attack		Dragon	Twister
	Normal	Laser Focus		Flying	Fly

#146 Moltres

TYPE: Fire / Flying

RANK	TYPE	MOVE NAME
1	Flying	Wing Attack
5	Fire	Fire Spin
9	Normal	Endure
13	Fire	Flamethrower
17	Flying	Air Slash
21	Fire	Heat Wave
25	Flying	Sky Attack
29	Flying	Hurricane
33	Fire	Will-O-Wisp
37	Ghost	Curse
41	Normal	Swift

RANK	TYPE	MOVE NAME
1	Fire	Ember
5	Psychic	Agility
9	Rock	Ancient Power
13	Normal	Safeguard
17	Fire	Sunny Day
21	Grass	Solar Beam
25	Flying	Roost
29	Fire	Burn Up
33	Fire	Flame Charge
37	Fire	Fire Blast
41	Flying	Fly



STRENGTH ●●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●●●
INSIGHT ●●●●●

HEIGHT: 2m / 6'07"
WEIGHT: 60kg / 132 lbs

BASE HP: 4
SUGGESTED RANK: Master

ABILITIES: Pressure & Flame Body

Pokédex has no data.
The legend speaks of a bird who came flying from the south. Its fiery body melted the snow and brought the spring along. A children's book depicts a similar Pokémon living inside of a volcano.

EVOLUTIVE STAGE: Unknown.


#146

#147 Dratini

TYPE: Dragon



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1.7m / 5'11"
WEIGHT: 3kg / 7 lbs

BASE HP: 3
SUGGESTED RANK: Amateur

ABILITIES: Shed Skin

Dragon Pokémon
Up until recently its existence was debated as being a mere legend, then a small colony was found underwater. It is still extremely rare to find. It sheds skin and grows larger every day.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.


#147

#148

#149

RANK	TYPE	MOVE NAME
1	Normal	Wrap
5	Electric	Thunder Wave
9	Dragon	Dragon Rage
13	Psychic	Agility
17	Water	Aqua Tail
21	Normal	Safeguard
25	Dragon	Outrage
29	Water	Aqua Jet
33	Ice	Mist

RANK	TYPE	MOVE NAME
1	Normal	Leer
5	Dragon	Twister
9	Normal	Slam
13	Dragon	Dragon Tail
17	Dragon	Dragon Rush
21	Dragon	Dragon Dance
25	Normal	Hyper Beam
29	Normal	Extreme Speed

#148 Dragonair

TYPE: Dragon



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 4m / 13'01"
WEIGHT: 16kg / 36 lbs

BASE HP: 6
SUGGESTED RANK: Ace

ABILITIES: Shed Skin

Dragon Pokémon
It is said to live in seas and lakes. Even though it has no wings, it has been depicted flying. There were legends of this Pokémon controlling the weather and ending the storms to leave a rainbow behind.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Slow.


#147

#148

#149

RANK	TYPE	MOVE NAME
1	Normal	Wrap
5	Electric	Thunder Wave
9	Dragon	Dragon Rage
13	Psychic	Agility
17	Water	Aqua Tail
21	Normal	Safeguard
25	Dragon	Outrage
29	Water	Aqua Jet
33	Ice	Mist

RANK	TYPE	MOVE NAME
1	Normal	Leer
5	Dragon	Twister
9	Normal	Slam
13	Dragon	Dragon Tail
17	Dragon	Dragon Rush
21	Dragon	Dragon Dance
25	Normal	Hyper Beam
29	Normal	Extreme Speed

#149 Dragonite

TYPE: Dragon / Flying



STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 2.2m / 7'03"
WEIGHT: 210kg / 463lbs

BASE HP: 6
SUGGESTED RANK: Pro

ABILITIES: Inner Focus

Dragon Pokémon
Very few people have ever seen this Pokémon. Its intelligence matches that of humans. There are records of a Pokémon with a similar description that helped rescue a ship full of people during a hurricane.

EVOLUTIVE STAGE: Final.


#147

#148

#149

RANK	TYPE	MOVE NAME
1	Normal	Leer
5	Dragon	Twister
9	Fire	Fire Punch
13	Flying	Roost
17	Normal	Slam
21	Dragon	Dragon Tail
25	Dragon	Dragon Rush
29	Flying	Wing Attack
33	Dragon	Outrage
37	Flying	Hurricane
41	Dragon	Draco Meteor

RANK	TYPE	MOVE NAME
1	Normal	Wrap
5	Electric	Thunder Wave
9	Electric	Thunder Punch
13	Dragon	Dragon Rage
17	Psychic	Agility
21	Water	Aqua Tail
25	Normal	Safeguard
29	Dragon	Dragon Dance
33	Normal	Hyper Beam
37	Normal	Extreme Speed
41	Flying	Tailwind

#150 Mewtwo

TYPE: Psychic

RANK	TYPE	MOVE NAME
1	Normal	Laser Focus
1	Psychic	Confusion
1	Normal	Safeguard
1	Psychic	Future Sight
1	Psychic	Miracle Eye
1	Psychic	Power Swap
1	Normal	Recover
1	Psychic	Barrier
1	Psychic	Amnesia
1	Normal	Me First
1	Normal	Self-Destruct
1	Ice	Blizzard
1	Dark	Snatch

RANK	TYPE	MOVE NAME
1	Psychic	Psywave
1	Normal	Disable
1	Normal	Swift
1	Normal	Psych Up
1	Psychic	Psycho Cut
1	Psychic	Guard Swap
1	Psychic	Psychic
1	Fight	Aura Sphere
1	Ice	Mist
1	Psychic	Psystrike
1	Psychic	Telekinesis
1	Fight	Drain Punch



HEIGHT: 2m / 6'07"
WEIGHT: 122kg / 270 lbs

Pokédex has no data.

An article in a science magazine talked about how much cloning research was progressing, but... could it be?

STRENGTH ●●●●●●
DEXTERITY ●●●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●●●●
INSIGHT ●●●●●

BASE HP: 5
SUGGESTED RANK: Master

ABILITIES: Pressure

EVOLUTIVE STAGE: Unknown.


#150

Mega-Mewtwo Y

TYPE: Psychic

RANK	TYPE	MOVE NAME
1	Normal	Laser Focus
1	Psychic	Confusion
1	Normal	Safeguard
1	Psychic	Future Sight
1	Psychic	Miracle Eye
1	Psychic	Power Swap
1	Normal	Recover
1	Psychic	Barrier
1	Psychic	Amnesia
1	Normal	Me First
1	Normal	Self-Destruct
1	Ice	Blizzard
1	Dark	Snatch

RANK	TYPE	MOVE NAME
1	Psychic	Psywave
1	Normal	Disable
1	Normal	Swift
1	Normal	Psych Up
1	Psychic	Psycho Cut
1	Psychic	Guard Swap
1	Psychic	Psychic
1	Fight	Aura Sphere
1	Ice	Mist
1	Psychic	Psystrike
1	Psychic	Telekinesis
1	Fight	Drain Punch





HEIGHT: 1.5m / 5'00"
WEIGHT: 33kg / 72 lbs

Pokédex has no data.

With the power of the Mega Stone its body got smaller but its power grew immensely. It can blow up even a skycrapper with just its thoughts.

STRENGTH ●●●●●●●●
DEXTERITY ●●●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●●●●●●
INSIGHT ●●●●●●●

BASE HP: 6
SUGGESTED RANK: Master

ABILITIES: Insomnia

EVOLUTIVE STAGE: Mega Evolution.


#150

#150

Mega-Mewtwo X

TYPE: Psychic Fight

RANK	TYPE	MOVE NAME
1	Normal	Laser Focus
1	Psychic	Confusion
1	Normal	Safeguard
1	Psychic	Future Sight
1	Psychic	Miracle Eye
1	Psychic	Power Swap
1	Normal	Recover
1	Psychic	Barrier
1	Psychic	Amnesia
1	Normal	Me First
1	Normal	Self-Destruct
1	Ice	Blizzard
1	Dark	Snatch

RANK	TYPE	MOVE NAME
1	Psychic	Psywave
1	Normal	Disable
1	Normal	Swift
1	Normal	Psych Up
1	Psychic	Psycho Cut
1	Psychic	Guard Swap
1	Psychic	Psychic
1	Fight	Aura Sphere
1	Ice	Mist
1	Psychic	Psystrike
1	Psychic	Telekinesis
1	Fight	Drain Punch





HEIGHT: 2.3m / 7'07"
WEIGHT: 127kg / 280 lbs

Pokédex has no data.

The power of the Mega Stone was absorbed into its muscles if it grapples you and its psychic force does not crack you its strong arms will.

STRENGTH ●●●●●●●●●
DEXTERITY ●●●●●●●
VITALITY ●●●●●●
SPECIAL ●●●●●●●
INSIGHT ●●●●●●

BASE HP: 6
SUGGESTED RANK: Master

ABILITIES: Steadfast

EVOLUTIVE STAGE: Mega Evolution.


#150

#150

#151 Mew

TYPE: Psychic



HEIGHT: 0.4m / 1'04"
WEIGHT: 4kg / 8.8 lbs

Pokédex has no data.
Recent investigations declare that this Pokémon could be the common ancestor of all actual Pokémon, but it has been extinct for centuries. Some people claim to have seen one to get their 15 minutes of fame.

STRENGTH ●●●●●●
DEXTERITY ●●●●●●
VITALITY ●●●●●●
SPECIAL ●●●●●●
INSIGHT ●●●●●●

BASE HP: 5
SUGGESTED RANK: Master

ABILITIES: Synchronize

EVOLUTIVE STAGE: Unknown.


#151

RANK	TYPE	MOVE NAME
1	Normal	Pound
1	Normal	Transform
1	Normal	Metronome
1	Psychic	Barrier
1	Psychic	Amnesia
1	Normal	Baton Pass
1	Fight	Aura Sphere

RANK	TYPE	MOVE NAME
1	Normal	Reflect Type
1	Normal	Mega Punch
1	Psychic	Psychic
1	Rock	Ancient Power
1	Normal	Me First
1	Dark	Nasty Plot
1	???	Any Move

#152 Chikorita

TYPE: Grass



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

RANK	TYPE	MOVE NAME
1	Normal	Tackle
5	Grass	Razor Leaf
9	Normal	Sweet Scent
13	Grass	Synthesis
17	Grass	Magical Leaf
21	Normal	Body Slam
25	Grass	Aromatherapy
29	Psychic	Heal Pulse
33	Grass	Grassy Terrain

RANK	TYPE	MOVE NAME
1	Normal	Growl
5	Poison	Poison Powder
9	Psychic	Reflect
13	Normal	Natural Gift
17	Psychic	Light Screen
21	Normal	Safeguard
25	Grass	Solar Beam
29	Grass	Grass Pledge

HEIGHT: 0.9m / 2'11"
WEIGHT: 6kg / 14 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Overgrow

Leaf Pokémon
It is docile and loves to bathe in the sunlight. It waves its leaf around to keep foes at bay. The sweet fragrance from its leaf, has a strong calming and relaxing effect on people and Pokémon.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



#153 Bayleef

TYPE: Grass



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

RANK	TYPE	MOVE NAME
1	Normal	Tackle
5	Grass	Razor Leaf
9	Normal	Sweet Scent
13	Grass	Synthesis
17	Grass	Magical Leaf
21	Normal	Body Slam
25	Grass	Aromatherapy
29	Psychic	Heal Pulse
33	Grass	Grassy Terrain

RANK	TYPE	MOVE NAME
1	Normal	Growl
5	Poison	Poison Powder
9	Psychic	Reflect
13	Normal	Natural Gift
17	Psychic	Light Screen
21	Normal	Safeguard
25	Grass	Solar Beam
29	Grass	Grass Pledge

HEIGHT: 1.2m / 3'11"
WEIGHT: 30kg / 64 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Overgrow

Leaf Pokémon
A spicy fragance emanates from around its neck that makes it feisty and impetuous. It sheds its leaves every couple of weeks after the aroma diminishes and its mood also becomes calmer.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.



#154 Meganium

TYPE: Grass



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○○

RANK	TYPE	MOVE NAME
1	Normal	Growl
5	Poison	Poison Powder
9	Normal	Sweet Scent
13	Psychic	Reflect
17	Normal	Natural Gift
21	Normal	Body Slam
25	Grass	Petal Dance
29	Grass	Solar Beam
33	Rock	Ancient Power

RANK	TYPE	MOVE NAME
1	Normal	Tackle
5	Grass	Razor Leaf
9	Grass	Synthesis
13	Grass	Magical Leaf
17	Psychic	Light Screen
21	Grass	Petal Blizzard
25	Grass	Aromatherapy
29	Grass	Frenzy Plant
33	Grass	Grassy Terrain

HEIGHT: 1.8 m / 6'00"
WEIGHT: 200kg /440 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Overgrow

Herb Pokémon
Meganium's breath has the power to revive dead grass and plants. The aroma that comes from its petals contains a substance that calms aggressive feelings and helps others to restore health.

EVOLUTIVE STAGE: Final.



#155 Cyndaquil

TYPE: Fire



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●○○○
SPECIAL ●●○○
INSIGHT ●●○○

RANK	TYPE	MOVE NAME
1	Normal	Tackle
5	Normal	Smokescreen
9	Normal	Quick Attack
13	Normal	Defense Curl
17	Normal	Swift
21	Fire	Flamethrower
25	Fire	Inferno
29	Fire	Eruption
33	Normal	Howl
37	Fire	Fire Pledge

RANK	TYPE	MOVE NAME
1	Normal	Leer
5	Fire	Ember
9	Fire	Flame Wheel
13	Fire	Flame Charge
17	Fire	Lava Plume
21	Rock	Rollout
25	Normal	Double-Edge
29	Fire	Burn Up
33	Fight	Double Kick

HEIGHT: 0.5m / 1'08"
WEIGHT: 8kg / 17 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Blaze

Fire Mouse Pokémon
A shy and elusive Pokémon. The flames from its back protect it. They'll burn vigorously if Cyndaquil is angry otherwise they'll remain unlit. It lives in hot dens inside of mountains and volcanos.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME
	Normal	Tackle
	Normal	Smokescreen
	Normal	Quick Attack
	Normal	Defense Curl
	Fire	Flame Charge
	Fire	Flamethrower
	Fire	Inferno
	Fire	Eruption
	Normal	Howl
	Fire	Fire Pledge

RANK	TYPE	MOVE NAME
	Normal	Leer
	Fire	Ember
	Fire	Flame Wheel
	Normal	Swift
	Fire	Lava Plume
	Rock	Rollout
	Normal	Double-Edge
	Fire	Burn Up
	Fight	Double Kick

#156 Quilava

TYPE: Fire



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.9m / 2'11"
WEIGHT: 19kg / 41 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Blaze

Volcano Pokémon
It intimidates foes with intense gusts of flames and superheated air.
Beware if a Quilava turns its back on you, it is planing on using a fire move.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.


#155 #156 #157

#157 Typhlosion

TYPE: Fire



STRENGTH ●●○○○
DEXTERITY ●●●○○
VITALITY ●●○○○
SPECIAL ●●●○○
INSIGHT ●●○○○

HEIGHT: 1.7m / 5'07"
WEIGHT: 79kg / 175 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Blaze

Volcano Pokémon
Very rare to see in the wild. It hides behind a shimmering heat haze created using its fire.
Typhlosion can create eruptions and explosive blasts that can burn everything to the ground.

EVOLUTIVE STAGE: Final.


#155 #156 #157

RANK	TYPE	MOVE NAME
	Normal	Leer
	Normal	Smokescreen
	Fire	Ember
	Fire	Flame Wheel
	Normal	Swift
	Fire	Lava Plume
	Steel	Gyro Ball
	Normal	Double-Edge
	Fire	Burn Up
	Psychic	Extrasensory

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Normal	Quick Attack
	Normal	Defense Curl
	Fire	Flame Charge
	Fire	Flamethrower
	Rock	Rollout
	Fire	Inferno
	Fire	Eruption
	Fire	Blast Burn
	Electric	Thunder Punch

RANK	TYPE	MOVE NAME
	Normal	Scratch
	Water	Water Gun
	Dark	Bite
	Ice	Ice Fang
	Dark	Crunch
	Normal	Slash
	Water	Aqua Tail
	Fight	Superpower
	Water	Aqua Jet
	Water	Water Pledge

RANK	TYPE	MOVE NAME
	Normal	Leer
	Normal	Rage
	Normal	Scary Face
	Normal	Flail
	Normal	Chip Away
	Normal	Screech
	Normal	Thrash
	Water	Hydro Pump
	Dark	Fake Tears

#158 Totodile

TYPE: Water



STRENGTH ●●○○○
DEXTERITY ●○○○○
VITALITY ●●○○○
SPECIAL ●○○○○
INSIGHT ●●○○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 9kg / 20 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Torrent

Big Jaw Pokémon
Despite its small body, Totodile's jaws are very powerful. While it may think it is just playfully nipping, its bite has enough strength to cause a serious injury. It needs proper discipline to control its biting urges.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#158 #159 #160

#159 Croconaw

TYPE: Water



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1.1m / 3'07"
WEIGHT: 25kg / 55 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Torrent

Big Jaw Pokémon
This Pokémon is really tenacious. Once it bites something it won't let go until it tears it down – even if its trainer is ordering to let go. If it loses any of it's fangs, they'll regrow in a few days. It's a very wild Pokémon.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.


#158 #159 #160

RANK	TYPE	MOVE NAME
	Normal	Scratch
	Water	Water Gun
	Dark	Bite
	Ice	Ice Fang
	Dark	Crunch
	Normal	Slash
	Wate	Aqua Tail
	Fight	Superpower
	Water	Aqua Jet
	Water	Water Pledge

RANK	TYPE	MOVE NAME
	Normal	Leer
	Normal	Rage
	Normal	Scary Face
	Normal	Flail
	Normal	Chip Away
	Normal	Screech
	Normal	Thrash
	Water	Hydro Pump
	Dark	Fake Tears

#160 Feraligatr

TYPE: Water



RANK	TYPE	MOVE NAME
	Normal	Scratch
	Water	Water Gun
	Dark	Bite
	Ice	Ice Fang
	Psychic	Agility
	Normal	Chip Away
	Normal	Screech
	Normal	Thrash
	Water	Hydro Pump
	Water	Hydro Cannon

RANK	TYPE	MOVE NAME
	Normal	Leer
	Normal	Rage
	Normal	Scary Face
	Normal	Flail
	Dark	Crunch
	Normal	Slash
	Water	Aqua Tail
	Fight	Superpower
	Dragon	Dragon Dance
	Steel	Metal Claw

STRENGTH ●●●○○
DEXTERITY ●●○○○
VITALITY ●●●○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 2.3m / 7'07"
WEIGHT: 176kg /390 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Torrent

Big Jaw Pokémon
While in the water, it opens its big jaw to intimidate anyone comming close. Whenever it bites, it shakes its head and savagely rolls to tear up its prey. It is a very dangerous Pokémon. Approach with caution.

EVOLUTIVE STAGE: Final.



#161 Sentret

TYPE: Normal



RANK	TYPE	MOVE NAME
	Normal	Scratch
	Normal	Defense Curl
	Normal	Fury Swipes
	Normal	Follow Me
	Psychic	Rest
	Psychic	Amnesia
	Normal	Me First
	Normal	Slash
	Normal	Assist

RANK	TYPE	MOVE NAME
	Normal	Foresight
	Normal	Quick Attack
	Normal	Helping Hand
	Normal	Slam
	Dark	Sucker Punch
	Normal	Baton Pass
	Normal	Hyper Voice
	Fairy	Charm

STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●●○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 6kg / 13 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Run Away & Keen Eye

Scout Pokémon
It lives underground with its family. It is cautious and nervous by nature. Sentret is always vigilant for any threat. It is very friendly among its kind and suffers a lot if separated from its pack.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



#162 Furret

TYPE: Normal



RANK	TYPE	MOVE NAME
	Normal	Scratch
	Normal	Defense Curl
	Psychic	Agility
	Normal	Fury Swipes
	Normal	Follow Me
	Psychic	Rest
	Psychic	Amnesia
	Normal	Me First
	Normal	Slash
	Steel	Iron Tail

RANK	TYPE	MOVE NAME
	Normal	Foresight
	Normal	Quick Attack
	Poison	Coil
	Normal	Helping Hand
	Normal	Slam
	Dark	Sucker Punch
	Normal	Baton Pass
	Normal	Hyper Voice
	Fight	Reversal

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.8m / 6'00"
WEIGHT: 48kg / 100 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Run Away & Keen Eye

Long Body Pokémon
It lives along its Sentret family and acts as the hunter and caregiver of the pack. It can move really fast. If it is cornered, it will squirm through even the narrowest of gaps to escape safe and sound.

EVOLUTIVE STAGE: Final.



#163 Hoothoot

TYPE: Normal Flying



RANK	TYPE	MOVE NAME
	Normal	Tackle
	Normal	Foresight
	Flying	Peck
	Psychic	Reflect
	Normal	Echoed Voice
	Flying	Air Slash
	Fairy	Moonblast
	Psychic	Extrasensory
	Flying	Roost
	Ghost	Night Shade
	Flying	Feather Dance

RANK	TYPE	MOVE NAME
	Normal	Growl
	Psychic	Hypnosis
	Normal	Uproar
	Psychic	Confusion
	Normal	Take Down
	Psychic	Zen Headbutt
	Psychic	Psycho Shift
	Psychic	Synchronoise
	Psychic	Dream Eater
	Dark	Feint Attack

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●●○○
INSIGHT ●●●○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 21kg / 46 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Insomnia & Keen Eye

Owl Pokémon
A nocturnal Pokémon found in dark forests. It has an internal organ that senses the earth's rotation.
By using this special organ a Hoothoot begins hooting at precisely the same time every day.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



#164 Noctowl

TYPE: Normal / Flying

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●●○○○



HEIGHT: 1.6m / 5'03"
WEIGHT: 60kg / 133 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Insomnia & Keen Eye

Owl Pokémon
It can hunt in full darkness without fail. All Noctowls owe their success to their superior vision – that allows them to see in minimal light, and to their agile and silent wings. They are very intelligent and critic Pokémon.

EVOLUTIVE STAGE: Final.
EVOLUTION TIME: Medium.


#163

#164

RANK	TYPE	MOVE NAME
○	Normal	Growl
○	Normal	Tackle
●	Psychic	Hypnosis
○	Normal	Uproar
○	Psychic	Confusion
○	Normal	Take Down
○	Psychic	Zen Headbutt
○	Psychic	Synchronoise
○	Flying	Sky Attack
○	Psychic	Dream Eater
●	Dark	Feint Attack

RANK	TYPE	MOVE NAME
○	Normal	Foresight
●	Flying	Peck
○	Psychic	Psycho Shift
○	Psychic	Reflect
○	Normal	Echoed Voice
○	Flying	Air Slash
○	Fairy	Moonblast
○	Psychic	Extrasensory
○	Flying	Roost
●	Ghost	Night Shade
●	Psychic	Agility

#165 Ledyba

TYPE: Bug / Flying

STRENGTH ●○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●●○○○



HEIGHT: 1m / 3'03"
WEIGHT: 10kg / 23 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Swarm & Early Bird

Five Star Pokémon
These timid Pokémon swarm in groups to keep each other warm during the winter. It communicates with others through a special scent. They often appear covered in the morning dew.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#165

#166

RANK	TYPE	MOVE NAME
○	Normal	Tackle
●	Normal	Comet Punch
●	Psychic	Reflect
●	Fight	Mach Punch
○	Bug	Silver Wind
○	Flying	Air Slash
○	Normal	Double-Edge
●	Grass	Giga Drain
●	Flying	Tailwind

RANK	TYPE	MOVE NAME
●	Normal	Supersonic
○	Psychic	Light Screen
○	Normal	Safeguard
○	Normal	Baton Pass
○	Psychic	Agility
○	Normal	Swift
○	Bug	Bug Buzz
●	Normal	Screech

#166 Ledian

TYPE: Bug / Flying

STRENGTH ●○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●●○○○



HEIGHT: 1.4m / 4'07"
WEIGHT: 35kg / 78 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Swarm & Early Bird

Five Star Pokémon
When the stars flicker in the night sky, it flutters about scattering a glowing powder. The spot patterns on its back grow larger or smaller at night depending on the number of stars in the sky.

EVOLUTIVE STAGE: Final.


#165

#166

RANK	TYPE	MOVE NAME
○	Normal	Tackle
●	Normal	Comet Punch
●	Psychic	Reflect
●	Fight	Mach Punch
○	Bug	Silver Wind
○	Flying	Air Slash
○	Normal	Double-Edge
●	Grass	Giga Drain
●	Psychic	Psybeam

RANK	TYPE	MOVE NAME
●	Normal	Supersonic
○	Psychic	Light Screen
○	Normal	Safeguard
○	Normal	Baton Pass
○	Psychic	Agility
○	Normal	Swift
○	Bug	Bug Buzz
●	Flying	Air Cutter

#167 Spinarak

TYPE: Bug / Poison

STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○



HEIGHT: 0.5m / 1'08"
WEIGHT: 8kg / 18 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Swarm & Insomnia

String Spit Pokémon
It sets a trap by spinning a web of thin but strong silk. Then it waits for the prey to arrive. It recognizes what kind of prey has fallen on its web by the vibrations received by each one of its eight legs.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#167

#168

RANK	TYPE	MOVE NAME
○	Poison	Poison Sting
●	Normal	Scary Face
●	Bug	Infestation
○	Bug	Leech Life
○	Ghost	Shadow Sneak
○	Dark	Sucker Punch
○	Psychic	Agility
○	Poison	Poison Jab
○	Poison	Cross Poison
○	Poison	Toxic Thread
●	Flying	Bounce

RANK	TYPE	MOVE NAME
○	Bug	String Shot
●	Grass	Absorb
●	Normal	Constrict
○	Ghost	Night Shade
○	Normal	Fury Swipes
○	Bug	Spider Web
○	Bug	Pin Missile
○	Psychic	Psychic
○	Bug	Sticky Web
●	Electric	Electro Web
●	Poison	Toxic Spikes

#168 Ariados

TYPE: Bug / Poison



STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

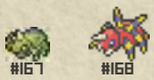
HEIGHT: 1.1m / 3'07"
WEIGHT: 33kg / 73 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Swarm & Insomnia

Long Leg Pokémon
This Pokémon is silent and stealthy. It comes out at night. After attaching some silk to its prey, it sets it free. Later, it tracks the silk back to the prey and its friends. It can form big colonies in caves.

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Bug	String Shot	1	Poison	Poison Sting
2	Grass	Absorb	2	Normal	Focus Energy
3	Normal	Constrict	3	Normal	Scary Face
4	Bug	Infestation	4	Poison	Venom Drench
5	Bug	Fell Stinger	5	Bug	Bug Bite
6	Ghost	Night Shade	6	Bug	Leech Life
7	Normal	Fury Swipes	7	Ghost	Shadow Sneak
8	Bug	Spider Web	8	Dark	Sucker Punch
9	Bug	Pin Missile	9	Psychic	Agility
10	Poison	Poison Jab	10	Psychic	Psychic
11	Normal	Swords Dance	11	Poison	Cross Poison
12	Bug	Sticky Web	12	Poison	Toxic Thread
13	Dark	Night Slash	13	Flying	Bounce
14	Electric	Electro Web			

#169 Crobat

TYPE: Poison / Flying



STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1.8m / 6'00"
WEIGHT: 75kg / 165 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Inner Focus

Bat Pokémon
Very rare in the wild. People have called it a vampire. It sneaks up on its intended prey using wings that barely make a sound. Crobat is a surprisingly loyal Pokémon.

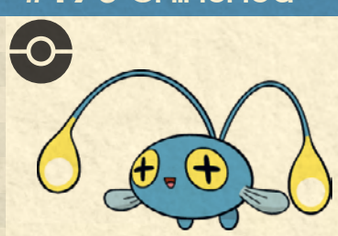
EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Grass	Absorb	1	Normal	Screech
2	Ghost	Astonish	2	Normal	Supersonic
3	Flying	Wing Attack	3	Dark	Bite
4	Normal	Swift	4	Ghost	Confuse Ray
5	Flying	Acrobatics	5	Flying	Air Cutter
6	Normal	Mean Look	6	Bug	Leech Life
7	Poison	Poison Fang	7	Poison	Cross Poison
8	Ice	Haze	8	Flying	Air Slash
9	Flying	Brave Bird	9	Dark	Nasty Plot
10	Fire	Heat Wave			

#170 Chinchou

TYPE: Water / Electric



STRENGTH ●○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 12kg / 26 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Volt Absorb & Illuminate

Angler Pokémon
In the dark ocean floor, its only mean of communication is to constantly flash its lights. It is a clumsy but friendly Pokémon. Its antennae can be used to power up small electric appliances.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Water	Water Gun	1	Normal	Supersonic
2	Electric	Thunder Wave	2	Normal	Flail
3	Water	Bubble	3	Ghost	Confuse Ray
4	Electric	Spark	4	Normal	Take Down
5	Electric	Electro Ball	5	Water	Bubble Beam
6	Bug	Signal Beam	6	Electric	Discharge
7	Water	Aqua Ring	7	Water	Hydro Pump
8	Electric	Ion Deluge	8	Electric	Charge
9	Psychic	Agility	9	Water	Soak
10	Psychic	Psybeam			

#171 Lanturn

TYPE: Water / Electric



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1.2m / 4'00"
WEIGHT: 44kg / 98lbs

BASE HP: 6
SUGGESTED RANK: Amateur

ABILITIES: Volt Absorb & Illuminate

Light Pokémon
It is known for its soft light glow. They are not aggressive Pokémon. If you look into the dark sea at night you can sometimes see this Pokémon's light rising from the depths, making the sea look like a starry night.

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Normal	Supersonic	1	Water	Water Gun
2	Normal	Flail	2	Electric	Thunder Wave
3	Ghost	Confuse Ray	3	Water	Bubble
4	Electric	Eerie Impulse	4	Electric	Spark
5	Normal	Take Down	5	Normal	Stockpile
6	Normal	Swallow	6	Normal	Spit Up
7	Electric	Electro Ball	7	Water	Bubble Beam
8	Bug	Signal Beam	8	Electric	Charge
9	Water	Aqua Ring	9	Electric	Discharge
10	Electric	Ion Deluge	10	Water	Hydro Pump
11	Psychic	Agility	11	Water	Soak
12	Psychic	Psybeam			

#172 Pichu

TYPE: Electric

RANK	TYPE	MOVE NAME
1	Electric	Thunder Shock
2	Normal	Tail Whip
3	Electric	Thunder Wave
4	Electric	Charge
5	Fairy	Disarming Voice

RANK	TYPE	MOVE NAME
1	Fairy	Charm
2	Fairy	Sweet Kiss
3	Dark	Nasty Plot
4	Normal	Fake Out



STRENGTH ●○○
DEXTERITY ●●○
VITALITY ●○
SPECIAL ●○○
INSIGHT ●○○

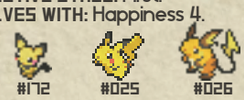
HEIGHT: 0.3m / 1'00"
WEIGHT: 2kg / 4 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Static

Tiny Mouse Pokémon
Its cheek pouches are not fully developed yet. Pichu gets startled if its cheeks release electricity jolts. It needs a friendly environment to grow happy. It can be quite the rascal, though.

EVOLUTIVE STAGE: First.
EVOLVES WITH: Happiness 4.



#173 Cleffa

TYPE: Fairy

RANK	TYPE	MOVE NAME
1	Normal	Pound
2	Normal	Encore
3	Normal	Sing
4	Normal	Tickle
5	Grass	Magical Leaf

RANK	TYPE	MOVE NAME
1	Fairy	Charm
2	Fairy	Sweet Kiss
3	Normal	Copycat
4	Dark	Fake Tears
5	Psychic	Wonder Room



STRENGTH ●○○
DEXTERITY ●○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 3kg / 6 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Cute Charm & Magic Guard

Star Shape Pokémon
An extremely elusive Pokémon. A few have appeared when the night skies are filled with shooting stars – but they always disappear at dawn. Friendship and love allows it to go into the next step of life.

EVOLUTIVE STAGE: First.
EVOLVES WITH: Happiness 4.



#174 Igglybuff

TYPE: Normal / Fairy

RANK	TYPE	MOVE NAME
1	Normal	Sing
2	Normal	Defense Curl
3	Fairy	Sweet Kiss
4	Normal	Hyper Voice
5	Normal	Perish Song

RANK	TYPE	MOVE NAME
1	Fairy	Charm
2	Normal	Pound
3	Normal	Copycat
4	Flying	Bounce



STRENGTH ●○○
DEXTERITY ●○
VITALITY ●○
SPECIAL ●○○
INSIGHT ●○○

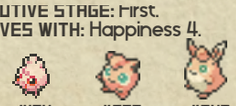
HEIGHT: 0.3 m / 1'00"
WEIGHT: 1kg / 2 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Cute Charm & Competitive

Balloon Pokémon
It has a very light body that makes it float and bounce. If you are not careful it can bounce away without control. After being bottlefed it will not bounce but wiggle around. It gets cranky if it doesn't take a nap.

EVOLUTIVE STAGE: First.
EVOLVES WITH: Happiness 4.



#175 Togepi

TYPE: Fairy

RANK	TYPE	MOVE NAME
1	Normal	Growl
2	Normal	Metronome
3	Normal	Yawn
4	Normal	Follow Me
5	Normal	Baton Pass
6	Normal	Safeguard
7	Normal	Double-Edge
8	Normal	After You
9	Dark	Nasty Plot

RANK	TYPE	MOVE NAME
1	Fairy	Charm
2	Fairy	Sweet Kiss
3	Normal	Encore
4	Normal	Bestow
5	Rock	Ancient Power
6	Normal	Wish
7	Normal	Last Resort
8	Normal	Lucky Chant
9	Psychic	Extrasensory



STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 1.5kg / 3 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Hustle & Serene Grace

Spike Ball Pokémon
This Pokémon stores all the kindness and good feelings inside of it's shell and shares them with others, when the shell is full it becomes so happy that it finally evolves. It is said that it'll bring good fortune to its trainer.

EVOLUTIVE STAGE: First.
EVOLVES WITH: Happiness 5.



#176 Togetic

TYPE: Fairy / Flying



RANK	TYPE	MOVE NAME
1	Normal	Growl
5	Fairy	Sweet Kiss
10	Grass	Magical Leaf
15	Fairy	Fairy Wind
20	Normal	Follow Me
25	Normal	Safeguard
30	Normal	Baton Pass
35	Normal	Double-Edge
40	Normal	After You
45	Dark	Nasty Plot

RANK	TYPE	MOVE NAME
1	Fairy	Charm
5	Normal	Metronome
10	Normal	Yawn
15	Normal	Encore
20	Normal	Bestow
25	Rock	Ancient Power
30	Normal	Wish
35	Normal	Last Resort
40	Normal	Lucky Chant
45	Psychic	Extrasensory

STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 3kg / 7 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Hustle & Serene Grace

Happiness Pokémon
Although there have been very few sightings of this Pokémon in the wild, it is known to appear before kind hearted people and grant them happiness.
It is very energetic and friendly.

EVOLUTIVE STAGE: Second.
EVOLUTION WITH: Shiny Stone.



#177 Natu

TYPE: Psychic / Flying



RANK	TYPE	MOVE NAME
1	Flying	Peck
5	Ghost	Night Shade
10	Normal	Lucky Chant
15	Normal	Me First
20	Ghost	Ominous Wind
25	Psychic	Stored Power
30	Normal	Wish
35	Psychic	Guard Swap
40	Normal	Pain Split
45	Ice	Haze

RANK	TYPE	MOVE NAME
1	Normal	Leer
5	Psychic	Teleport
10	Psychic	Miracle Eye
15	Ghost	Confuse Ray
20	Psychic	Psycho Shift
25	Psychic	Future Sight
30	Psychic	Power Swap
35	Psychic	Psychic
40	Dragon	Twister

STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 0.2m / 0'08"
WEIGHT: 2kg / 4 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Synchronize & Early Bird

Little Bird Pokémon
It lives close to the deserts. Its wings are not fully developed so it hops to trees and cactus to peck something to eat. If you find one it will hold your stare, if you get closer it might disappear in an instant.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



#178 Xatu

TYPE: Psychic / Flying



RANK	TYPE	MOVE NAME
1	Flying	Peck
5	Psychic	Teleport
10	Psychic	Miracle Eye
15	Ghost	Confuse Ray
20	Flying	Air Slash
25	Psychic	Future Sight
30	Ghost	Ominous Wind
35	Normal	Wish
40	Psychic	Guard Swap
45	Normal	Pain Split
50	Fire	Heat Wave

RANK	TYPE	MOVE NAME
1	Normal	Leer
5	Ghost	Night Shade
10	Normal	Lucky Chant
15	Normal	Me First
20	Flying	Tailwind
25	Psychic	Psycho Shift
30	Psychic	Stored Power
35	Psychic	Power Swap
40	Psychic	Psychic
45	Dragon	Twister

STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 30kg / 66 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Synchronize & Early Bird

Mystic Pokémon
Xatu is known to stand motionless while staring at the sun all day long. Some people revere it as a mystical Pokémon out of their belief that Xatus have the power to see into the future.

EVOLUTIVE STAGE: Final.



#179 Mareep

TYPE: Electric



RANK	TYPE	MOVE NAME
1	Normal	Tackle
5	Electric	Thunder Wave
10	Grass	Cotton Spore
15	Normal	Take Down
20	Ghost	Confuse Ray
25	Bug	Signal Beam
30	Electric	Discharge
35	Electric	Thunder
40	Electric	Magnet Rise

RANK	TYPE	MOVE NAME
1	Normal	Growl
5	Electric	Thunder Shock
10	Electric	Charge
15	Electric	Electro Ball
20	Rock	Power Gem
25	Grass	Cotton Guard
30	Psychic	Light Screen
35	Psychic	Agility
40	Normal	Heal Bell

STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 8kg / 17 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Static

Wool Pokémon
Its fluffy coat of wool builds a static charge, the more static electricity, the more brightly the lightbulb at the tip of its tail glows. Farmers shed their wool by the summer but it grows back quickly.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



#180 Flaafy

TYPE: Electric



RANK	TYPE	MOVE NAME
1	Normal	Tackle
5	Electric	Thunder Wave
9	Grass	Cotton Spore
13	Normal	Take Down
17	Ghost	Confuse Ray
21	Bug	Signal Beam
25	Electric	Discharge
29	Electric	Thunder
33	Electric	Magnet Rise

RANK	TYPE	MOVE NAME
1	Normal	Growl
5	Electric	Thunder Shock
9	Electric	Charge
13	Electric	Electro Ball
17	Rock	Power Gem
21	Grass	Cotton Guard
25	Psychic	Light Screen
29	Psychic	Agility
33	Normal	Heal Bell

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 26kg / 58 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Static

Wool Pokémon
Its wool quality changes so that it can generate a higher amount of static electricity with a smaller amount of wool. The bare and slick parts of its hide are shielded with small electric impulses.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.


#179 #180 #181

#181 Ampharos

TYPE: Electric



RANK	TYPE	MOVE NAME
1	Normal	Tackle
5	Electric	Thunder Wave
9	Electric	Magnetic Flux
13	Dragon	Dragon Pulse
17	Grass	Cotton Spore
21	Normal	Take Down
25	Ghost	Confuse Ray
29	Rock	Power Gem
33	Grass	Cotton Guard
37	Psychic	Light Screen
41	Normal	Heal Bell
45	Dragon	Outrage

RANK	TYPE	MOVE NAME
1	Normal	Growl
5	Electric	Thunder Shock
9	Electric	Ion Deluge
13	Fire	Fire Punch
17	Electric	Charge
21	Electric	Electro Ball
25	Electric	Thunder Punch
29	Bug	Signal Beam
33	Electric	Discharge
37	Electric	Thunder
41	Electric	Magnet Rise

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 1.4m / 4'07"
WEIGHT: 61kg / 135 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Static

Light Pokémon
It's not common to see it in the wild. The tip of its tail shines brightly and in the old days, people sent light signals with the help of this Pokémon. It has a good disposition towards people in general.

EVOLUTIVE STAGE: Final.


#179 #180 #181

Mega-Ampharos

TYPE: Electric Dragon



RANK	TYPE	MOVE NAME
1	Normal	Tackle
5	Electric	Thunder Wave
9	Electric	Magnetic Flux
13	Dragon	Dragon Pulse
17	Grass	Cotton Spore
21	Normal	Take Down
25	Ghost	Confuse Ray
29	Rock	Power Gem
33	Grass	Cotton Guard
37	Psychic	Light Screen
41	Normal	Heal Bell
45	Dragon	Outrage

RANK	TYPE	MOVE NAME
1	Normal	Growl
5	Electric	Thunder Shock
9	Electric	Ion Deluge
13	Fire	Fire Punch
17	Electric	Charge
21	Electric	Electro Ball
25	Electric	Thunder Punch
29	Bug	Signal Beam
33	Electric	Discharge
37	Electric	Thunder
41	Electric	Magnet Rise

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●●●○○○○
INSIGHT ●●●○○○

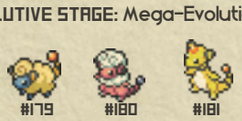
HEIGHT: 1.4m / 4'07"
WEIGHT: 61kg / 135lbs

BASE HP: 6
SUGGESTED RANK: Pro

ABILITIES: Mold Breaker

Light Pokémon
With the power of the Mega Stone the dormant dragon genes it has are awakened. Its wool grows back as a silky mane that flows and floats with the electricity its body is discharging.

EVOLUTIVE STAGE: Mega-Evolution.


#179 #180 #181

#182 Bellossom

TYPE: Grass



RANK	TYPE	MOVE NAME
1	Normal	Sweet Scent
5	Grass	Leaf Blade
9	Fire	Sunny Day
13	Bug	Quiver Dance
17	Grass	Leaf Storm
21	Normal	Swords Dance

RANK	TYPE	MOVE NAME
1	Grass	Stun Spore
5	Grass	Mega Drain
9	Grass	Magical Leaf
13	Grass	Petal Blizzard
17	Normal	Teeter Dance
21	Fight	Drain Punch

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 5kg / 12 lbs

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Chlorophyll

Flower Pokémon
They are plentiful in tropical areas. The beauty of the flowers on its head depends on how stinky it was as a Gloom. Lots of sunshine will make the skirt leaves swirl in a beautiful and rythmic dance.

EVOLUTIVE STAGE: Final.
EVOLVED BY: Sun Stone.


#043 #044 #045 #182

#183 Marill

TYPE: Water / Fairy



STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 8kg / 18 lbs

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Thick Fat & Huge Power

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.


#298 #183 #184

Aquamouse Pokémon
Marill's tail acts like a floater. Seeing its tail bobbing on the water's surface is a sure indication that this Pokémon is diving to feed on algae and aquatic plants. This Pokémon is curious towards humans.

RANK	TYPE	MOVE NAME
1	Normal	Tackle
2	Normal	Tail Whip
3	Water	Bubble
4	Rock	Rollout
5	Normal	Helping Hand
6	Water	Rain Dance
7	Normal	Double-Edge
8	Water	Hydro Pump
9	Normal	Belly Drum
10	Ice	Ice Punch

RANK	TYPE	MOVE NAME
1	Water	Water Gun
2	Water	Water Sport
3	Normal	Defense Curl
4	Water	Bubble Beam
5	Water	Aqua Tail
6	Fairy	Play Rough
7	Water	Aqua Ring
8	Fight	Superpower
9	Water	Aqua Jet

#184 Azumarill

TYPE: Water / Fairy



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 28kg / 62 lbs

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Thick Fat & Huge Power

EVOLUTIVE STAGE: Final.


#298 #183 #184

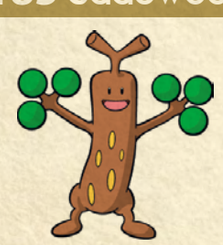
Aquarabbit Pokémon
It stays in water virtually all day long. Its blue fur makes it difficult to spot when submerged. Azumarril uses its sensitive ears to locate prey even underwater. They are not aggressive and even get close to humans.

RANK	TYPE	MOVE NAME
1	Normal	Tackle
2	Normal	Tail Whip
3	Water	Bubble
4	Rock	Rollout
5	Normal	Helping Hand
6	Water	Rain Dance
7	Normal	Double-Edge
8	Water	Hydro Pump
9	Normal	Belly Drum
10	Ice	Ice Punch

RANK	TYPE	MOVE NAME
1	Water	Water Gun
2	Water	Water Sport
3	Normal	Defense Curl
4	Water	Bubble Beam
5	Water	Aqua Tail
6	Fairy	Play Rough
7	Fight	Superpower
8	Water	Aqua Ring
9	Water	Aqua Jet

#185 Sudowoodo

TYPE: Rock



STRENGTH ●●●○○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●○○
INSIGHT ●●○○

HEIGHT: 1.2m / 3'11"
WEIGHT: 38kg / 83 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Sturdy & Rock Head

EVOLUTIVE STAGE: Final.


#438 #185

Imitation Pokémon
Sudowoodo camouflages itself as a tree to avoid being attacked by enemies. However, because its arms remain green throughout the year, this Pokémon is easy to identify in winter. It's a little wary of humans.

RANK	TYPE	MOVE NAME
1	Normal	Flail
2	Fight	Low Kick
3	Grass	Wood Hammer
4	Normal	Slam
5	Rock	Rock Tomb
6	Normal	Block
7	Rock	Rock Slide
8	Normal	Double-Edge
9	Fight	Hammer Arm
10	Fire	Fire Punch
11	Normal	Self-Destruct

RANK	TYPE	MOVE NAME
1	Rock	Rock Throw
2	Normal	Mimic
3	Normal	Copycat
4	Dark	Feint Attack
5	Normal	Tearful Look
6	Fight	Counter
7	Dark	Sucker Punch
8	Rock	Stone Edge
9	Rock	Head Smash
10	Rock	Stealth Rock

#186 Politoed

TYPE: Water



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○○

HEIGHT: 1.1m / 3'07"
WEIGHT: 33kg / 74 lbs

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Water Absorb & Damp

EVOLUTIVE STAGE: Final.
EVOLVED BY: King's Rock.


#060 #061 #062 #186

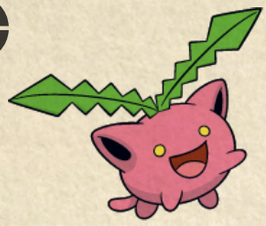
Frog Pokémon
It lives with Poliwags and Poliwhirls near ponds and lakes, but there's rarely more than one. Politoed is the leader and acts as the king of the group. It is an easy-going but proud Pokémon.

RANK	TYPE	MOVE NAME
1	Water	Bubble Beam
2	Normal	Double Slap
3	Normal	Swagger
4	Normal	Hyper Voice
5	Ice	Icy Wind

RANK	TYPE	MOVE NAME
1	Psychic	Hypnosis
2	Normal	Perish Song
3	Flying	Bounce
4	Ground	Mud Shot
5	Normal	Refresh

#187 Hoppip

TYPE: Grass / Flying



STRENGTH ●○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 0.5kg / 1 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Chlorophyll & Leaf Guard

Cottonweed Pokémon
This Pokémon drifts away by floating in the wind. Even the weakest current can lift them up. By the end of the winter you can see them flying above cities and fields. This means that spring is coming soon.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME
○	Normal	Splash
●	Normal	Tail Whip
●	Fairy	Fairy Wind
●	Grass	Stun Spore
●	Grass	Bullet Seed
●	Grass	Mega Drain
●	Bug	Rage Powder
●	Grass	Giga Drain
●	Dark	Memento
●	Grass	Seed Bomb

RANK	TYPE	MOVE NAME
●	Grass	Synthesis
●	Normal	Tackle
●	Poison	Poison Powder
●	Grass	Sleep Powder
●	Grass	Leech Seed
●	Flying	Acrobatics
●	Grass	Worry Seed
●	Flying	Bounce
●	Bug	Silver Wind
●	Grass	Aromatherapy

#188 Skiploom

TYPE: Grass / Flying



STRENGTH ●●○
DEXTERITY ●●○○○
VITALITY ●●○
SPECIAL ●●○
INSIGHT ●●○

HEIGHT: 0.6m / 2'00"
WEIGHT: 1kg / 2 lbs

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Chlorophyll & Leaf Guard

Cottonweed Pokémon
It blooms when the weather is warm. If the weather gets cold, the bloom will close and it will stop flying.
This is not an aggressive Pokémon but it can cause allergies if it floats directly above you.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME
○	Normal	Splash
●	Normal	Tail Whip
●	Fairy	Fairy Wind
●	Grass	Stun Spore
●	Grass	Bullet Seed
●	Grass	Mega Drain
●	Bug	Rage Powder
●	Bug	U-Turn
●	Grass	Giga Drain
●	Dark	Memento
●	Grass	Seed Bomb

RANK	TYPE	MOVE NAME
●	Grass	Synthesis
●	Normal	Tackle
●	Poison	Poison Powder
●	Grass	Sleep Powder
●	Grass	Leech Seed
●	Flying	Acrobatics
●	Grass	Cotton Spore
●	Grass	Worry Seed
●	Flying	Bounce
●	Bug	Silver Wind
●	Grass	Aromatherapy

#189 Jumpluff

TYPE: Grass / Flying



STRENGTH ●●○
DEXTERITY ●●●○○
VITALITY ●●○○
SPECIAL ●●○
INSIGHT ●●○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 3kg / 6 lbs

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Chlorophyll & Leaf Guard

Cottonweed Pokémon
It flies along the wind and spreads its cotton-like spores all over the world to make more offspring. It is always looking for warm places, if it gets caught by a cold front, it will land to find shelter.

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME
○	Normal	Splash
●	Normal	Tail Whip
●	Fairy	Fairy Wind
●	Grass	Stun Spore
●	Grass	Bullet Seed
●	Grass	Mega Drain
●	Bug	Rage Powder
●	Bug	U-Turn
●	Grass	Giga Drain
●	Dark	Memento
●	Grass	Grassy Terrain

RANK	TYPE	MOVE NAME
●	Grass	Synthesis
●	Normal	Tackle
●	Poison	Poison Powder
●	Grass	Sleep Powder
●	Grass	Leech Seed
●	Flying	Acrobatics
●	Grass	Cotton Spore
●	Grass	Worry Seed
●	Flying	Bounce
●	Grass	Cotton Guard
●	Normal	Swords Dance

#190 Aipom

TYPE: Normal



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 11kg / 25 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Run Away & Pick Up

Long Tail Pokémon
It lives at the top of tall trees in forests and jungles. It uses its tail tip as a third hand. However, because the Pokémon uses its tail so much, its real hands become rather clumsy. It is very playful.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME
○	Normal	Tackle
●	Ground	Sand Attack
●	Normal	Baton Pass
●	Normal	Fury Swipes
●	Normal	Screech
●	Dark	Fling
●	Dark	Nasty Plot
●	Normal	Fake Out
●	Fight	Quick Guard

RANK	TYPE	MOVE NAME
○	Normal	Tail Whip
●	Ghost	Astonish
●	Normal	Tickle
●	Normal	Swift
●	Psychic	Agility
●	Normal	Double Hit
●	Normal	Last Resort
●	Dark	Beat Up

#191 Sunkern

TYPE: Grass



STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 2kg / 4 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Chlorophyll & Solar Power

Seed Pokémon
They suddenly appear after a cold winter. They survive by drinking only dewdrops from under the leaves of plants. It tries not to move a lot since lots of bird Pokémon prey on them.

EVOLUTIVE STAGE: First.
EVOLVES WITH: Sun Stone.


#191

#192

RANK	TYPE	MOVE NAME
○	Grass	Absorb
●	Grass	Ingrain
●	Grass	Mega Drain
●	Grass	Razor Leaf
●	Grass	Giga Drain
●	Normal	Natural Gift
○	Grass	Solar Beam
○	Fire	Sunny Day
●	Normal	Swords Dance
●	Grass	Grassy Terrain

RANK	TYPE	MOVE NAME
○	Normal	Growth
●	Grass	Grass Whistle
●	Grass	Leech Seed
●	Grass	Worry Seed
●	Normal	Endeavor
○	Grass	Synthesis
○	Normal	Double-Edge
○	Grass	Seed Bomb
●	Normal	Endure

#192 Sunflora

TYPE: Grass



STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 8kg / 18 lbs

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Chlorophyll & Solar Power

Sun Pokémon
Sunfloras live in flower patches.They convert solar energy into nutrition and are highly active in the warm daytime but suddenly stop moving as soon as the sun sets, closing their petals to cover their face.

EVOLUTIVE STAGE: Final.


#191

#192

RANK	TYPE	MOVE NAME
○	Grass	Absorb
○	Normal	Pound
●	Grass	Ingrain
●	Fairy	Flower Shield
●	Grass	Razor Leaf
●	Grass	Giga Drain
○	Grass	Petal Dance
○	Grass	Solar Beam
○	Fire	Sunny Day
○	Grass	Petal Blizzard
●	Normal	Morning Sun

RANK	TYPE	MOVE NAME
○	Normal	Growth
●	Grass	Grass Whistle
●	Grass	Mega Drain
●	Grass	Leech Seed
●	Grass	Worry Seed
●	Grass	Bullet Seed
●	Normal	Natural Gift
○	Normal	Double-Edge
○	Grass	Leaf Storm
●	Normal	Swords Dance
●	Normal	Endure

#193 Yanma

TYPE: Bug / Flying



STRENGTH ●●○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 1.2m / 4'00"
WEIGHT: 38kg / 83 lbs

BASE HP: 3
SUGGESTED RANK: Amateur

ABILITIES: Speed Boost & Compoundeyes

Clear Wing Pokémon
It lives near water sources.
Its eyes can see 360 degrees without even moving. Yanma is a great flyer capable of making sudden stops and turning midair to quickly chase down targeted prey.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#193

#469

RANK	TYPE	MOVE NAME
○	Normal	Tackle
●	Normal	Quick Attack
●	Normal	Sonic Boom
●	Normal	Supersonic
●	Dark	Pursuit
●	Psychic	Hypnosis
○	Normal	Screech
○	Flying	Air Slash
●	Normal	Feint
●	Flying	Tailwind

RANK	TYPE	MOVE NAME
○	Normal	Foresight
●	Normal	Double Team
●	Fight	Detect
●	Normal	Uproar
●	Rock	Ancient Power
●	Flying	Wing Attack
○	Bug	U-Turn
○	Bug	Bug Buzz
●	Dark	Faint Attack

#194 Wooper

TYPE: Water / Ground



STRENGTH ●●○○
DEXTERITY ●○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.4 m / 1'04"
WEIGHT: 8kg / 18 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Water Absorb & Damp

Water Fish Pokémon
Inhabits cold water sources and only comes out during the evening when the land has cooled, to find something to eat. Under this ideal environment it has rarely been seen at its evolved stage.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#194

#195

RANK	TYPE	MOVE NAME
○	Water	Water Gun
●	Ground	Mud Sport
●	Normal	Slam
●	Psychic	Amnesia
●	Ice	Mist
○	Water	Rain Dance
○	Ground	Earthquake
●	Rock	Ancient Power

RANK	TYPE	MOVE NAME
○	Normal	Tail Whip
●	Ground	Mud Shot
●	Ground	Mud Bomb
●	Normal	Yawn
●	Water	Muddy Water
○	Ice	Haze
●	Ghost	Curse
●	Ice	Ice Punch

#195 Quagsire

TYPE: Water / Ground



STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.4m / 4'07"
WEIGHT: 75kg / 175 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Water Absorb & Damp

Water Fish Pokémon
You'll find its home at the bottom of the river. It hunts by leaving its mouth wide open in water and waiting for its prey to get in.
Because it doesn't move a lot, it does not get very hungry.

EVOLUTIVE STAGE: Final.


#194


#195

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Water	Water Gun		Normal	Tail Whip
	Ground	Mud Sport		Ground	Mud Shot
	Normal	Slam		Ground	Mud Bomb
	Psychic	Amnesia		Normal	Yawn
	Ice	Mist		Water	Muddy Water
	Water	Rain Dance		Ice	Haze
	Ground	Earthquake		Ghost	Curse
	Rock	Ancient Power		Ice	Ice Punch

#196 Espeon

TYPE: Psychic



STRENGTH ●●○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○○
INSIGHT ●●●○○○

HEIGHT: 0.9m / 2'11"
WEIGHT: 26kg / 58 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Synchronize

Sun Pokémon
Espeon is extremely loyal to the trainer it considers worthy. It is said to have developed precognitive powers to protect its trainer from harm. The orb on its forehead glows whenever it uses psychic energy.

EVOLUTIVE STAGE: Final.
EVOLVED BY: Happiness 4 & Sunlight.


#133


#196

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Tackle		Normal	Tail Whip
	Normal	Helping Hand		Ground	Sand Attack
	Psychic	Confusion		Normal	Quick Attack
	Normal	Swift		Psychic	Psybeam
	Psychic	Future Sight		Normal	Psych Up
	Normal	Morning Sun		Psychic	Psychic
	Normal	Last Resort		Psychic	Power Swap
	Normal	Wish		Normal	Heal Bell
	Psychic	Stored Power			

#197 Umbreon

TYPE: Dark



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●●○○○

HEIGHT: 1m / 3'03"
WEIGHT: 27kg / 59 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Synchronize

Moonlight Pokémon
Umbreon evolved from exposure to the moon's energy pulses. It lurks in darkness and waits for its foes to move. The rings on its body glow when it leaps to attack. Its fur is drenched with poison.

EVOLUTIVE STAGE: Final.
EVOLVED BY: Happiness 4 & Moonlight.


#133


#197

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Tackle		Normal	Tail Whip
	Normal	Helping Hand		Ground	Sand Attack
	Dark	Pursuit		Normal	Quick Attack
	Ghost	Confuse Ray		Dark	Feint Attack
	Dark	Assurance		Normal	Screech
	Fairy	Moonlight		Normal	Mean Look
	Normal	Last Resort		Psychic	Guard Swap
	Normal	Wish		Ghost	Curse
	Dark	Foul Play			

#198 Murkrow

TYPE: Dark / Flying



STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 2kg / 4 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Insomnia & Super Luck

Darkness Pokémon
Murkrows are feared and loathed as the alleged bearers of ill fortune. This Pokémon will steal anything that sparkles. They are infamous for luring people and get them lost in the mountains.

EVOLUTIVE STAGE: First.
EVOLVES BY: Dusk Stone.


#198


#430

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Flying	Peck		Ghost	Astonish
	Dark	Pursuit		Ice	Haze
	Flying	Wing Attack		Ghost	Night Shade
	Dark	Assurance		Dark	Taunt
	Dark	Feint Attack		Normal	Mean Look
	Dark	Foul Play		Flying	Tailwind
	Dark	Sucker Punch		Dark	Torment
	Dark	Quash		Flying	Drill Peck
	Flying	Roost		Normal	Perish Song

#199 Slowking

TYPE: Water / Psychic



STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 2m / 6'07"
WEIGHT: 160kg /175 lbs

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Oblivious & Own Tempo

Royal Pokémon
It is extremely rare. The Shellder on its head injects a poison that made it super intelligent. It takes a lot of interest in learning about Pokémon lore and legends. But if Shellder is knocked out it will forget everything.

EVOLUTIVE STAGE: Final.
EVOLVED BY: King's Rock.


#079 #080 #199

RANK	TYPE	MOVE NAME
○	Normal	Tackle
○	Normal	Growl
○	Psychic	Confusion
○	Normal	Disable
○	Water	Water Pulse
○	Dark	Nasty Plot
○	Psychic	Psychic
○	Normal	Hidden Power
○	Normal	Psych Up
○	Psychic	Future Sight
○	Water	Brine

RANK	TYPE	MOVE NAME
○	Normal	Yawn
○	Water	Water Gun
○	Rock	Power Gem
○	Ghost	Curse
○	Normal	Headbutt
○	Psychic	Zen Headbutt
○	Normal	Swagger
○	Normal	Trump Card
○	Psychic	Heal Pulse
○	Dark	Foul Play

#200 Misdreavus

TYPE: Ghost



STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 1kg / 2 lbs

BASE HP: 3
SUGGESTED RANK: Amateur

ABILITIES: Levitate

Screech Pokémon
Misdreavus frightens people with a creepy, sobbing cry. It uses the red spheres on its neck to absorb fear as nutrition.
It takes a wicked pleasure in startling and scaring people.

EVOLUTIVE STAGE: First.
EVOLVES WITH: Dusk Stone.


#200 #429

RANK	TYPE	MOVE NAME
○	Normal	Growl
○	Ghost	Spite
○	Ghost	Confuse Ray
○	Ghost	Hex
○	Normal	Pain Split
○	Ghost	Shadow Ball
○	Ghost	Grudge
○	Ghost	Shadow Sneak
○	Dark	Nasty Plot

RANK	TYPE	MOVE NAME
○	Psychic	Psywave
○	Ghost	Astonish
○	Normal	Mean Look
○	Psychic	Psybeam
○	Dark	Payback
○	Normal	Perish Song
○	Rock	Power Gem
○	Ice	Icy Wind

#201 Unown

TYPE: Psychic



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 5kg / 11lbs

BASE HP: 4
SUGGESTED RANK: Starter

ABILITIES: Levitate

Symbol Pokémon
There are depictions of it in ancient ruins. When Unowns are gathered together, it is said that a strange power capable of anything emerges. They are all shaped like letters, each one of them with a unique power.

EVOLUTIVE STAGE: Final.


#201

RANK	TYPE	MOVE NAME
○	Normal	Hidden Power

RANK	TYPE	MOVE NAME
○	Fight	Counter
○	Psychic	Mirror Coat

RANK	TYPE	MOVE NAME
○	Normal	Safeguard
○	Ghost	Destiny Bond

#202 Wobbuffet

TYPE: Psychic



STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●○○
INSIGHT ●●●○○○

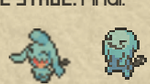
HEIGHT: 1.3m / 4'03"
WEIGHT: 28kg / 62 lbs

BASE HP: 9
SUGGESTED RANK: Amateur

ABILITIES: Shadow Tag

Patient Pokémon
Wobbuffet looks somewhat deflated until it senses an agressor, then it inflates. It will do nothing besides endure and counter attacks. It always keeps its black tail hidden, the reasons are still a mystery.

EVOLUTIVE STAGE: Final.


#360 #201

#203 Girafarig

TYPE: Psychic / Normal



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 123kg /273lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Early Bird & Inner Focus

EVOLUTIVE STAGE: Final.


#203

Long Neck Pokémon
Its tail is a head on its own, it bites if anything comes close and never rests. Some say that the sum of its two heads grant it psychic powers. Even if that's true, the tail isn't very bright, but it is quite vicious.

RANK	TYPE	MOVE NAME
	Ghost	Astonish
	Normal	Growl
	Psychic	Power Swap
	Normal	Odor Sleuth
	Psychic	Agility
	Normal	Baton Pass
	Normal	Double Hit
	Psychic	Zen Headbutt
	Dark	Nasty Plot
	Normal	Hyper Voice

RANK	TYPE	MOVE NAME
	Psychic	Confusion
	Psychic	Guard Swap
	Normal	Tackle
	Normal	Stomp
	Psychic	Psybeam
	Dark	Assurance
	Psychic	Psychic
	Dark	Crunch
	Psychic	Future Sight
	Dark	Sucker Punch

#204 Pineco

TYPE: Bug



STRENGTH ●●○○
DEXTERITY ●●
VITALITY ●●○○○
SPECIAL ●●○
INSIGHT ●●○

HEIGHT: 0.6m / 2'00"
WEIGHT: 7kg / 16 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Sturdy

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#204 #205

Bagworm Pokémon
Pineco looks just like a regular pine cone. It adds layers of treebark as a shield from harm. It waits for bugs to eat while hanging from branches. If anyone shakes its tree, it falls down and explodes. Be very careful.

RANK	TYPE	MOVE NAME
	Normal	Protect
	Normal	Self Destruct
	Normal	Take Down
	Normal	Bide
	Ground	Spikes
	Steel	Iron Defense
	Steel	Gyro Ball
	Rock	Stealth Rock
	Bug	Pin Missile

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Bug	Bug bite
	Normal	Rapid Spin
	Normal	Natural Gift
	Dark	Payback
	Normal	Explosion
	Normal	Double-Edge
	Normal	Secret Power

#205 Forretress

TYPE: Bug / Steel



STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●●○○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.2m / 4'00"
WEIGHT: 252kg /555 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Sturdy

EVOLUTIVE STAGE: Final.


#204 #205

Bagworm Pokémon
It can be found completely rooted to huge tree trunks. It protects itself and its tree by scattering spiked pieces from its shell and turning its home into a fortress that won't go down without a fight.

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Bug	Bug Bite
	Poison	Toxic Spikes
	Normal	Take Down
	Normal	Bide
	Ground	Spikes
	Steel	Autotomize
	Steel	Iron Defense
	Normal	Explosion
	Steel	Gyro Ball
	Rock	Stealth Rock
	Normal	Endure

RANK	TYPE	MOVE NAME
	Normal	Protect
	Normal	Self Destruct
	Electric	Zap Cannon
	Normal	Rapid Spin
	Normal	Natural Gift
	Steel	Mirror Shot
	Dark	Payback
	Electric	Magnet Rise
	Steel	Heavy Slam
	Normal	Double-Edge
	Psychic	Power Trick

#206 Dunsparce

TYPE: Normal



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 28kg / 80 lbs

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Run Away & Serene Grace

EVOLUTIVE STAGE: Final.


#206

Land Snake Pokémon
If seen, Dunsparce is quick to escape by boring into the ground with its drill tail. It can float slightly with its wings. It is almost blind but finds its way in the huge underground mazes where it lives.

RANK	TYPE	MOVE NAME
	Normal	Defense Curl
	Rock	Rollout
	Dark	Pursuit
	Normal	Yawn
	Rock	Ancient Power
	Ground	Dig
	Poison	Coil
	Flying	Air Slash
	Ground	Drill Run
	Flying	Roost
	Normal	Flai
	Psychic	Agility

RANK	TYPE	MOVE NAME
	Normal	Rage
	Ghost	Spite
	Normal	Screech
	Normal	Body Slam
	Normal	Take Down
	Normal	Glare
	Normal	Endure
	Dragon	Dragon Rush
	Normal	Double-Edge
	Normal	Endeavor
	Psychic	Magic Coat
	Normal	Trump Card

#207 Gligar

TYPE: Ground / Flying



STRENGTH	●●○○○
DEXTERITY	●●○○○
VITALITY	●●●○○○
SPECIAL	●○○
INSIGHT	●●○○

HEIGHT: 1.1m / 3'07" WEIGHT: 65kg / 143 lbs

BASE HP: 3 SUGGESTED RANK: Beginner

ABILITIES: Hyper Cutter & Sand Veil

Fly Scorpion Pokémon
It hangs from cliffs waiting for its prey. It flies straight at the target's face, grapples the victim with its pincers and clawed hind legs, lastly, it injects poison with its tail. Gligar can glide without making any noise.

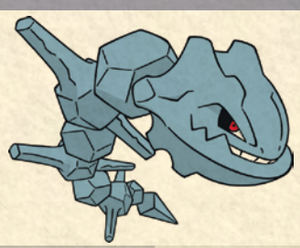
EVOLUTIVE STAGE: First.
EVOLVES WITH: Razon Fang.


#207 #472

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Poison	Poison Sting		Ground	Sand Attack
	Normal	Harden		Dark	Knock Off
	Normal	Quick Attack		Bug	Fury Cutter
	Dark	Feint Attack		Flying	Acrobatics
	Normal	Slash		Bug	U-turn
	Normal	Screech		Fight	Sky Uppercut
	Bug	X-Scissor		Normal	Swords Dance
	Normal	Guillotine		Steel	Iron Tail
	Poison	Poison Tail		Normal	Feint.

#208 Steelix

TYPE: Steel / Ground



STRENGTH	●●○○○
DEXTERITY	●○○
VITALITY	●●●●●○○○○○
SPECIAL	●●○○
INSIGHT	●●○○

HEIGHT: 9.2m / 30'02" WEIGHT: 1 ton /2205 lbs

BASE HP: 9 SUGGESTED RANK: Pro

ABILITIES: Rock Head & Sturdy

Iron Snake Pokémon
Some say that when an Onix lives underground for 100 years it's body becomes hard as steel. Steelix lives deep underground, tempered by high pressure and heat. It can see in the darkness.

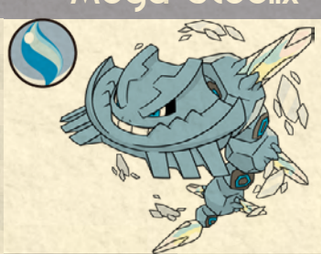
EVOLUTIVE STAGE: Final.


#095 #208

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Bind		Fire	Fire Fang
	Normal	Harden		Ice	Ice Fang
	Ground	Mud Sport		Electric	Thunder Fang
	Ghost	Curse		Rock	Rock Throw
	Rock	Rock Tomb		Normal	Rage
	Rock	Stealth Rock		Steel	Autotomize
	Steel	Gyro Ball		Rock	Smack Down
	Dragon	Dragon Breath		Normal	Slam
	Normal	Screech		Rock	Rock Slide
	Dark	Crunch		Steel	Iron Tail
	Ground	Dig		Ground	Sandstorm
	Rock	Stone Edge		Normal	Double-Edge
	Rock	Ancient Power		Water	Aqua Tail
	Dragon	Twister			

Mega-Steelix

TYPE: Steel / Ground



STRENGTH	●●●○○○○
DEXTERITY	●○
VITALITY	●●●●●○○○○○
SPECIAL	●●○○
INSIGHT	●●●○○○

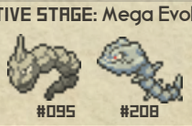
HEIGHT: 10.5m / 34'05" WEIGHT: 2 ton/4410 lbs

BASE HP: 10 SUGGESTED RANK: Master

ABILITIES: Sand Force

Iron Snake Pokémon
With the power of the Mega Stone its body goes through so much pressure that part of it becomes diamond crystals. Its defense is almost unbreakable but its temper is short and it's easily angered.

EVOLUTIVE STAGE: Mega Evolution.


#095 #208

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Bind		Fire	Fire Fang
	Normal	Harden		Ice	Ice Fang
	Ground	Mud Sport		Electric	Thunder Fang
	Ghost	Curse		Rock	Rock Throw
	Rock	Rock Tomb		Normal	Rage
	Rock	Stealth Rock		Steel	Autotomize
	Steel	Gyro Ball		Rock	Smack Down
	Dragon	Dragon Breath		Normal	Slam
	Normal	Screech		Rock	Rock Slide
	Dark	Crunch		Steel	Iron Tail
	Ground	Dig		Ground	Sandstorm
	Rock	Stone Edge		Normal	Double-Edge
	Rock	Ancient Power		Water	Aqua Tail
	Dragon	Twister			

#209 Snubbull

TYPE: Fairy



STRENGTH	●●○○○
DEXTERITY	●○○
VITALITY	●●○○
SPECIAL	●○○
INSIGHT	●○○

HEIGHT: 0.6m / 2'00" WEIGHT: 8kg / 17 lbs

BASE HP: 3 SUGGESTED RANK: Starter

ABILITIES: Intimidate & Run Away

Fairy Pokémon
It may look frightening but it is a loving and caring creature, active and playful. Snubbulls are easily scared. When threatened by bigger foes they run away or make scary faces, that makes them sad though.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#209 #210

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Tackle		Normal	Tail Whip
	Fairy	Charm		Normal	Scary Face
	Fire	Fire Fang		Ice	Ice Fang
	Electric	Thunder Fang		Dark	Bite
	Ghost	Lick		Normal	Headbutt
	Normal	Roar		Normal	Rage
	Fairy	Play Rough		Dark	Payback
	Dark	Crunch		Normal	Heal Bell
	Normal	Present		Dark	Fake Tears

#210 Granbull

TYPE: Fairy



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Tackle		Normal	Tail Whip
	Fairy	Charm		Normal	Scary Face
	Ice	Ice Fang		Fire	Fire Fang
	Electric	Thunder Fang		Dark	Bite
	Ghost	Lick		Normal	Headbutt
	Normal	Rage		Normal	Roar
	Fairy	Play Rough		Dark	Payback
	Dark	Crunch		Dragon	Outrage
	Normal	Super Fang		Water	Water Pulse
	Fight	Close Combat			

HEIGHT: 1.4m / 4'7"
WEIGHT: 48kg / 107 lbs

Fairy Pokémon
Granbull is usually a timid creature that is easily spooked. Its fangs are extremely powerful and scary so no one dares to mess with it or its loved ones. It will use its giant fangs to attack if it needs to.

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Intimidate & Quick Feet

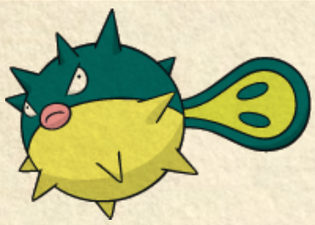
EVOLUTIVE STAGE: Final.


#209

#210

#211 Qwilfish

TYPE: Water Poison



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Supersonic		Bug	Fell Stinger
	Ground	Spikes		Poison	Poison Sting
	Water	Water Gun		Normal	Tackle
	Normal	Minimize		Normal	Harden
	Ghost	Destiny Bond		Water	Bubble
	Rock	Rollout		Poison	Toxic Spikes
	Normal	Stockpile		Normal	Spit Up
	Fight	Revenge		Water	Brine
	Bug	Pin Missile		Normal	Take Down
	Water	Aqua Tail		Poison	Poison Jab
	Water	Hydro Pump		Water	Aqua Jet
	Normal	Self-Destruct		Normal	Swords Dance

HEIGHT: 0.5m / 1'08"
WEIGHT: 4kg / 9 lbs

Balloon Pokémon
It swallows water to inflate its body to appear bigger than its foes. Qwilfish must swallow 2 gallons of water to be able to shoot its stings. The poison produced by Qwilfish is known to cause fainting.

STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Poison Point & Swift Swim

EVOLUTIVE STAGE: Final.


#211

#212 Scizor

TYPE: Bug Steel



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Leer		Normal	Feint
	Normal	Quick Attack		Dark	Pursuit
	Normal	Focus Energy		Normal	False Swipe
	Psychic	Agility		Bug	Fury Cutter
	Steel	Metal Claw		Normal	Razor Wind
	Normal	Slash		Bug	X-Scissor
	Dark	Night Slash		Normal	Double Hit
	Steel	Iron Defense		Steel	Bullet Punch
	Steel	Iron Head		Normal	Swords Dance
	Steel	Steel Wing		Dark	Knock Off
	Fight	Superpower			

HEIGHT: 1.8m / 6'00"
WEIGHT: 118kg /260lbs

Pincer Pokémon
Its pincers appear to be two more heads and its wings are not for flying, but to regulate its body temperature. Scizor's body can shrug off most attacks and its pincers can crush almost any object.

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Swarm & Technician

EVOLUTIVE STAGE: Final.


#123

#212

Mega-Scizor

TYPE: Bug Steel



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Leer		Normal	Feint
	Normal	Quick Attack		Dark	Pursuit
	Normal	Focus Energy		Normal	False Swipe
	Psychic	Agility		Bug	Fury Cutter
	Steel	Metal Claw		Normal	Razor Wind
	Normal	Slash		Bug	X-Scissor
	Dark	Night Slash		Normal	Double Hit
	Steel	Iron Defense		Steel	Bullet Punch
	Steel	Iron Head		Normal	Swords Dance
	Steel	Steel Wing		Dark	Knock Off
	Fight	Superpower			

HEIGHT: 2m / 6'07"
WEIGHT: 125kg /275 lbs

Pincer Pokémon
The power of the Mega Stone puts its body trough tremendous stress, if it is inexperienced at weilding it and the battle is too long its pincers will feel heavy and even melt. They must be fast to rip their foes apart.

STRENGTH ●●●●○○○○
DEXTERITY ●●○○○
VITALITY ●●●○○○○
SPECIAL ●●○○
INSIGHT ●●●○○○

BASE HP: 5
SUGGESTED RANK: Pro

ABILITIES: Technician

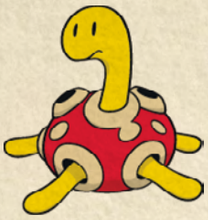
EVOLUTIVE STAGE: Mega Evolution.


#123

#212

#213 Shuckle

TYPE: Bug / Rock



STRENGTH ●○
DEXTERITY ●○
VITALITY ●●●●●○○○○○
SPECIAL ●○
INSIGHT ●●●●●○○○○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 20kg / 45 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Gluttony & Sturdy

EVOLUTIVE STAGE: Final.


#213

Mold Pokémon
Shuckle is a very peaceful and patient gooey worm. The fluids secreted by its toes can make holes in rocks. It hides inside those hallow stones and wears them as a shell. It is known for storing berries inside.

RANK	TYPE	MOVE NAME
○	Normal	Bide
○	Rock	Rollout
○	Water	Withdraw
●	Normal	Wrap
●	Normal	Safeguard
●	Rock	Rock Throw
●	Psychic	Power Trick
●	Bug	Bug Bite
●	Psychic	Guard Split
●	Rock	Stone Edge
●	Rock	Stealth Rock

RANK	TYPE	MOVE NAME
○	Normal	Constrict
○	Bug	Sticky Web
●	Normal	Encore
●	Bug	Struggle Bug
●	Psychic	Rest
●	Poison	Gastro Acid
●	Normal	Shell Smash
●	Rock	Rock Slide
●	Psychic	Power Split
●	Bug	Infestation
●	Normal	Acupressure

#214 Heracross

TYPE: Bug / Fight



STRENGTH ●●●○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●○○
INSIGHT ●●●○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 54kg / 120 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Guts & Swarm

EVOLUTIVE STAGE: Final.


#214

Single Horn Pokémon
A docile creature that loves honey. They batter down trees with their powerful horn and chase off anyone who gets close to their prized honey. Not many Pokémon dare to mess with it in the wild.

RANK	TYPE	MOVE NAME
○	Normal	Endure
○	Normal	Leer
○	Normal	Tackle
●	Flying	Aerial Ace
●	Grass	Bullet Seed
●	Fight	Counter
●	Normal	Take Down
●	Fight	Close Combat
●	Fight	Reversal
●	Rock	Rock Blast
●	Steel	Iron Defense

RANK	TYPE	MOVE NAME
○	Normal	Horn Attack
○	Dark	Night Slash
●	Normal	Fury Attack
●	Fight	Arm Thrust
●	Normal	Chip Away
●	Fight	Brick Break
●	Bug	Pin Missile
●	Normal	Feint
●	Bug	Megahorn
●	Fight	Vacuum Wave

Mega-Heracross

TYPE: Bug / Fight



STRENGTH ●●●●○○○○○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●○
INSIGHT ●●●○○

HEIGHT: 1.7m / 5'07"
WEIGHT: 62kg / 137 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Skill Link

EVOLUTIVE STAGE: Mega Evolution.


#214

Single Horn Pokémon
With the power of the Mega Stone its muscles and exoskeleton grow in size and strength but after going back to normal its exoskeleton reduces size but its muscles do not and that causes it to feel sore.

RANK	TYPE	MOVE NAME
○	Normal	Endure
○	Normal	Leer
○	Normal	Tackle
●	Flying	Aerial Ace
●	Grass	Bullet Seed
●	Fight	Counter
●	Normal	Take Down
●	Fight	Close Combat
●	Fight	Reversal
●	Rock	Rock Blast
●	Steel	Iron Defense

RANK	TYPE	MOVE NAME
○	Normal	Horn Attack
○	Dark	Night Slash
●	Normal	Fury Attack
●	Fight	Arm Thrust
●	Normal	Chip Away
●	Fight	Brick Break
●	Bug	Pin Missile
●	Normal	Feint
●	Bug	Megahorn
●	Fight	Vacuum Wave

#215 Sneasel

TYPE: Dark / Ice



STRENGTH ●●●○○
DEXTERITY ●●●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●○○○

HEIGHT: 0.9m / 2'11"
WEIGHT: 28kg / 62 lbs

BASE HP: 3
SUGGESTED RANK: Amateur

ABILITIES: Inner Focus & Keen Eye

EVOLUTIVE STAGE: First.
EVOLVES WITH: Razor Claw.


#215


#461

Sharp Claw Pokémon
It drives weaker Pokémon from their homes and eats their eggs. They are vicious and cunning. They wait for prey hidden in the darkness and enjoy slashing their foes until they get tired or the foe stops moving.

RANK	TYPE	MOVE NAME
○	Normal	Leer
○	Dark	Taunt
●	Dark	Feint Attack
●	Normal	Fury Swipes
●	Steel	Metal Claw
●	Dark	Beat Up
●	Normal	Slash
●	Dark	Punishment
●	Ice	Ice Punch
●	Normal	Fake Out

RANK	TYPE	MOVE NAME
○	Normal	Scratch
●	Normal	Quick Attack
●	Ice	Icy Wind
●	Psychic	Agility
●	Dark	Hone Claws
●	Normal	Screech
●	Dark	Snatch
●	Ice	Ice Shard
●	Normal	Crush Claw

#216 Teddiursa

TYPE: Normal



RANK	TYPE	MOVE NAME
	Fairy	Baby-Doll Eyes
	Dark	Fake Tears
	Normal	Covet
	Normal	Fury Swipes
	Normal	Sweet Scent
	Normal	Slash
	Psychic	Rest
	Normal	Thrash
	Normal	Defense Curl

RANK	TYPE	MOVE NAME
	Normal	Scratch
	Ghost	Lick
	Dark	Fling
	Dark	Feint Attack
	Normal	Play Nice
	Fairy	Charm
	Normal	Snore
	Fairy	Play Rough
	Normal	Yawn

STRENGTH ●●○○○
DEXTERITY ●●○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 18kg / 39 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Pick Up & Quick Feet

Little Bear Pokémon
If they find honey, their crescent moon mark glows. They hoard food for winter and concoct their own honey by mixing fruits and pollen collected by Beedrills. They live in forests with their mothers.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.



#217 Ursaring

TYPE: Normal



RANK	TYPE	MOVE NAME
	Fairy	Baby-Doll Eyes
	Dark	Fake Tears
	Normal	Covet
	Normal	Snore
	Normal	Sweet Scent
	Normal	Slash
	Psychic	Rest
	Normal	Thrash
	Dark	Night Slash

RANK	TYPE	MOVE NAME
	Normal	Scratch
	Ghost	Lick
	Normal	Fury Swipes
	Dark	Feint Attack
	Normal	Play Nice
	Normal	Scary Face
	Fight	Hammer Arm
	Normal	Swords Dance
	Poison	Gunk Shot

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1.8m / 6'00"
WEIGHT: 252kg /555 lbs

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Guts & Quick Feet

Hibernator Pokémon
They are incredibly strong, great climbers and posses an amazing sense of smell. They snap trees and feed on their fruit as they eat quite a lot. A forest full of scratched trees marks the territory of Ursarings.

EVOLUTIVE STAGE: Final.



#218 Slugma

TYPE: Fire



RANK	TYPE	MOVE NAME
	Poison	Smog
	Fire	Ember
	Normal	Harden
	Poison	Clear Smog
	Fire	Flame Burst
	Psychic	Amnesia
	Normal	Body Slam
	Rock	Rock Slide
	Poison	Acid Armor
	Fire	Heat Wave

RANK	TYPE	MOVE NAME
	Normal	Yawn
	Rock	Rock Throw
	Fire	Incinerate
	Normal	Recover
	Rock	Ancient Power
	Fire	Flamethrower
	Fire	Lava Plume
	Ground	Earth Power
	Normal	Smokescreen

STRENGTH ●●○
DEXTERITY ●●○
VITALITY ●●○
SPECIAL ●●○○
INSIGHT ●●○

HEIGHT: 0.7m / 2'04"
WEIGHT: 35kg / 77 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Flame Body & Magma Armor

Lava Pokémon
They are extremely common in volcanic areas where they group together. They are made of molten magma instead of blood and flesh. Slugmas replenish parts of their body by absorbing molted rocks.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.



#219 Magcargo

TYPE: Fire / Rock



RANK	TYPE	MOVE NAME
	Normal	Yawn
	Rock	Rock Throw
	Normal	Body Slam
	Fire	Incinerate
	Poison	Clear Smog
	Rock	Ancient Power
	Fire	Lava Plume
	Rock	Rock Slide
	Fire	Flamethrower
	Rock	Stealth Rock

RANK	TYPE	MOVE NAME
	Poison	Smog
	Fire	Ember
	Normal	Harden
	Normal	Recover
	Fire	Flame Burst
	Psychic	Amnesia
	Ground	Earth Power
	Normal	Shell Smash
	Fire	Inferno
	Normal	Self Destruct

STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 55kg /121 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

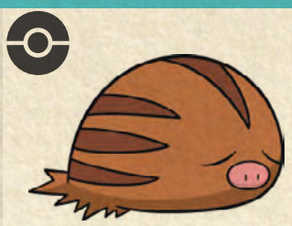
ABILITIES: Flame Body & Magma Armor

Lava Pokémon
Their shell is molten body that cooled off and hardened, it may appear solid, but it may burst into flames with a single touch.
Water vaporizes on contact and rain turns into a cloud of steam.

EVOLUTIVE STAGE: Final.



#220 Swinub



TYPE: Ice / Ground

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●○○○○
SPECIAL ●○○○○
INSIGHT ●○○○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 6kg / 14 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Oblivious & Snow Cloak

Pig Pokémon
They rub their snout on the icy ground to find food and hot springs. Their favorite food is a mushroom that grows under frozen grass. They recognize everything by smell as their eyes can't see very well.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME
○	Normal	Odor Sleuth
○	Ground	Mud Sport
●	Ground	Mud Slap
●	Ground	Mud Bomb
●	Ice	Ice Shard
●	Ice	Mist
●	Normal	Flail
●	Psychic	Amnesia
●	Rock	Stealth Rock

RANK	TYPE	MOVE NAME
○	Normal	Tackle
●	Ice	Powder Snow
●	Normal	Take Down
●	Ice	Icy Wind
●	Normal	Endure
●	Ground	Earthquake
●	Ice	Blizzard
●	Ice	Freeze-Dry
●	Normal	Body Slam

#221 Piloswine



TYPE: Ice / Ground

STRENGTH ●●●○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.1m / 3'07"
WEIGHT: 105kg/231 lbs

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Oblivious & Snow Cloak

Swine Pokémon
Their long hair obscure their sight, but they're sensitive to sound and smells. Piloswine's rugged hooves prevent it from slipping on icy terrains. Amazingly, their tusks are made of solid ice.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Slow.



RANK	TYPE	MOVE NAME
○	Normal	Odor Sleuth
●	Ground	Mud Slap
●	Ice	Powder Snow
●	Normal	Endure
●	Ice	Icy Wind
●	Rock	Ancient Power
●	Ice	Mist
●	Ground	Earthquake
●	Psychic	Amnesia
●	Normal	Body Slam

RANK	TYPE	MOVE NAME
○	Ground	Mud Sport
●	Flying	Peck
●	Normal	Take Down
●	Ground	Mud Bomb
●	Ice	Ice Fang
●	Normal	Fury Attack
●	Normal	Thrash
●	Ice	Blizzard
●	Ice	Freeze-Dry
●	Ice	Avalanche

#222 Corsola



TYPE: Water / Rock

STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●●○○
SPECIAL ●●○○
INSIGHT ●●●○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 5kg / 11 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Hustle & Natural Cure

Coral Pokémon
People and Pokémon build their communities on top of reefs of these creatures which shine with seven colors in sunlight. Their corals have healing qualities and their presence wards against disasters.

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME
○	Normal	Tackle
●	Water	Bubble
●	Normal	Refresh
●	Rock	Ancient Power
●	Normal	Spike Cannon
●	Steel	Iron Defense
●	Normal	Endure
●	Water	Aqua Ring
●	Ground	Earth Power
●	Rock	Head Smash
●	Water	Whirlpool

RANK	TYPE	MOVE NAME
●	Normal	Harden
●	Normal	Recover
●	Water	Bubble Beam
●	Normal	Lucky Chant
●	Water	Brine
●	Rock	Rock Blast
●	Rock	Power Gem
●	Psychic	Mirror Coat
●	Normal	Flail
●	Normal	Screech

#223 Remoraid



TYPE: Water

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●○○○
SPECIAL ●●○○
INSIGHT ●○○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 12kg / 26 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Hustle & Sniper

Jet Pokémon
Remoraid has a remarkable aim with its water gun. This ability is used to hunt down flying enemies above the sea. They can be seen clinging into Mantines to travel faster.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME
○	Water	Water Gun
●	Psychic	Psybeam
●	Water	Bubble Beam
●	Water	Water Pulse
●	Ice	Ice Beam
●	Water	Hydro Pump
●	Water	Soak
●	Water	Dive

RANK	TYPE	MOVE NAME
●	Normal	Lock-On
●	Ice	Aurora Beam
●	Normal	Focus Energy
●	Bug	Signal Beam
●	Grass	Bullet Seed
●	Normal	Hyper Beam
●	Ground	Mud Shot
●	Normal	Supersonic

#224 Octillery

TYPE: Water



RANK	TYPE	MOVE NAME
	Rock	Rock Blast
	Water	Water Gun
	Psychic	Psybeam
	Water	Bubble Beam
	Water	Octazooka
	Bug	Signal Beam
	Poison	Gunk Shot
	Normal	Hyper Beam
	Water	Water Spout
	Water	Dive

RANK	TYPE	MOVE NAME
	Normal	Constrict
	Ice	Aurora Beam
	Grass	Bullet Seed
	Normal	Focus Energy
	Normal	Wring Out
	Ice	Ice Beam
	Water	Hydro Pump
	Water	Soak
	Poison	Acid Spray

HEIGHT: 0.9m / 3'00"
WEIGHT: 28kg / 62 lbs

Jet Pokémon
Octillery sprays ink, traps its foes with its tentacles and then hits them with its rock-hard head. If the enemy is too strong, they escape. They can be found inside rocky holes deep in the sea floor.

STRENGTH ●●●○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Sniper & Suction Cups

EVOLUTIVE STAGE: Final.


#223 #224

#225 Delibird

TYPE: Ice Flying



HEIGHT: 0.9m / 4'00"
WEIGHT: 16kg / 35lbs

Delivery Pokémon
Delibird is always carrying food for its chicks and people in need. They are related to the image of Santa Claus since they always carry presents for their good and naughty kids in their bag-looking tail.

STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Hustle & Vital Spirit

EVOLUTIVE STAGE: Final.


#225

RANK	TYPE	MOVE NAME
	Normal	Present
	Ice	Icy Wind
	Ice	Ice Ball
	Ice	Freeze-Dry
	Ice	Aurora Veil
	Flying	Sky Attack

RANK	TYPE	MOVE NAME
	Normal	Fake Out
	Ground	Spikes
	Flying	Drill Peck
	Psychic	Future Sight
	Ice	Ice Shard

#226 Mantine

TYPE: Water Flying



RANK	TYPE	MOVE NAME
	Water	Bubble
	Psychic	Psybeam
	Normal	Supersonic
	Bug	Signal Beam
	Ghost	Confuse Ray
	Rock	Wide Guard
	Psychic	Agility
	Normal	Headbutt
	Water	Aqua Ring
	Water	Hydro Pump
	Psychic	Mirror Coat

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Water	Bubble Beam
	Grass	Bullet Seed
	Flying	Roost
	Flying	Wing Attack
	Water	Water Pulse
	Normal	Take Down
	Flying	Air Slash
	Flying	Bounce
	Dragon	Twister
	Ground	Mud Sport

HEIGHT: 2.1m / 7'00"
WEIGHT: 220kg /485lbs

Kite Pokémon
Mantine swims under water and over the waves, gliding for 300 ft in the air. They are intelligent and docile, traveling elegantly in groups. Remoraids can be seen hanging from their fins from time to time.

STRENGTH ●○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Swift Swim & Water Absorb

EVOLUTIVE STAGE: Final.


#458 #226

#227 Skarmory

TYPE: Steel Flying



HEIGHT: 1.7m / 5'07"
WEIGHT: 101kg /222lbs

Armor Bird Pokémon
Their wings are hollow and light. They nest inside bramble bushes, growing harder from scratches made by thorns. Their wings were used as swords and knives in old times. Beware of their sharp beak.

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○○○
SPECIAL ●○○
INSIGHT ●●○○○

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Keen Eye & Sturdy

EVOLUTIVE STAGE: Final.


#227

RANK	TYPE	MOVE NAME
	Normal	Leer
	Ground	Sand Attack
	Steel	Metal Claw
	Normal	Fury Attack
	Flying	Air Cutter
	Steel	Metal Sound
	Steel	Autotomize
	Normal	Slash
	Flying	Brave Bird
	Dark	Pursuit

RANK	TYPE	MOVE NAME
	Flying	Peck
	Normal	Swift
	Psychic	Agility
	Normal	Feint
	Ground	Spikes
	Steel	Steel Wing
	Flying	Air Slash
	Dark	Night Slash
	Ghost	Ominous Wind

#228 Houndour

TYPE: Dark / Fire

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Fire	Ember	1	Normal	Leer
2	Normal	Howl	2	Poison	Smog
3	Dark	Bite	3	Normal	Roar
4	Normal	Odor Sleuth	4	Dark	Beat Up
5	Fire	Fire Fang	5	Dark	Feint Attack
6	Dark	Embargo	6	Fire	Flamethrower
7	Dark	Foul Play	7	Dark	Crunch
8	Dark	Nasty Plot	8	Fire	Inferno
9	Normal	Super Fang	9	Fight	Reversal
10	Normal	Feint			



HEIGHT: 0.6m/ 2'00"
WEIGHT: 11kg / 24 lbs

Dark Pokémon
They hunt in coordinated packs to corner their prey. They howl at dawn to announce that this is their territory and bark to communicate tactics. Their teamwork is very efficient and they rarely welcome strangers.

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●●○○○
INSIGHT ●●○○

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES:
Early Bird & Flash Fire

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#228 #229

#229 Houndoom

TYPE: Dark / Fire



HEIGHT: 1.4m / 4'07"
WEIGHT: 35kg / 77 lbs

Dark Pokemon
It is said the pain from its flames never goes away. Long ago, their howl was thought to be the call of the grim reaper. Pokémon and people who hear it, will always shiver in fear. They are pack leaders, not followers.

STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES:
Early Bird & Flash Fire

EVOLUTIVE STAGE: Final.


#228 #229

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Fire	Ember	1	Normal	Leer
2	Dark	Bite	2	Normal	Howl
3	Poison	Smog	3	Electric	Thunder Fang
4	Normal	Roar	4	Dark	Beat Up
5	Normal	Odor Sleuth	5	Dark	Feint Attack
6	Fire	Fire Fang	6	Fire	Flamethrower
7	Dark	Embargo	7	Dark	Crunch
8	Dark	Foul Play	8	Fire	Inferno
9	Dark	Nasty Plot	9	Ghost	Destiny Bond
10	Ghost	Spite	10	Dark	Sucker Punch

Mega-Houndoom

TYPE: Dark / Fire



HEIGHT: 1.9m / 6'03"
WEIGHT: 49kg / 109 lbs

Dark Pokemon
With the power of the Mega Stone its whole body radiates tremendous heat, so much that its claws are searing hot and turn red as a result, for this reason it can be painful for it to walk or run.

STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●●●○○○○
INSIGHT ●●○○○

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES:
Solar Power

EVOLUTIVE STAGE: Mega Evolution.


#228 #229

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Fire	Ember	1	Normal	Leer
2	Dark	Bite	2	Normal	Howl
3	Poison	Smog	3	Electric	Thunder Fang
4	Normal	Roar	4	Dark	Beat Up
5	Normal	Odor Sleuth	5	Dark	Feint Attack
6	Fire	Fire Fang	6	Fire	Flamethrower
7	Dark	Embargo	7	Dark	Crunch
8	Dark	Foul Play	8	Fire	Inferno
9	Dark	Nasty Plot	9	Ghost	Destiny Bond
10	Ghost	Spite	10	Dark	Sucker Punch

#230 Kingdra

TYPE: Dragon / Water

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Water	Bubble	1	Normal	Leer
2	Water	Water Gun	2	Normal	Smokescreen
3	Normal	Focus Energy	3	Normal	Yawn
4	Psychic	Agility	4	Water	Bubble Beam
5	Water	Brine	5	Dragon	Twister
6	Dragon	Dragon Dance	6	Water	Hydro Pump
7	Dragon	Dragon Pulse	7	Dragon	Draco Meteor
8	Dragon	Dragon Breath	8	Water	Muddy Water



HEIGHT: 1.8m / 6'00"
WEIGHT: 152kg /335lbs

Dragon Pokémon
Kingdra sleeps on the seafloor where it is otherwise devoid of life. When a storm arrives, it is said to awaken and wander about in search of prey. They are known for creating twisters in the sea.

STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES:
Sniper & Swift Swim

EVOLUTIVE STAGE: Final.


#116 #117 #230

#231 Phanpy

TYPE: Ground



STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 33kg / 74 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Pick Up

Long Nose Pokémon
They are affectionate and playful, but their snout is so strong that they may hurt others while playing. They dig pits at the edge of rivers and mark them so everyone knows that place is taken.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#231


#232

RANK	TYPE	MOVE NAME
	Normal	Defense Curl
	Normal	Odor Sleuth
	Normal	Flail
	Rock	Rollout
	Normal	Slam
	Normal	Endure
	Normal	Double-Edge
	Ice	Ice Shard

RANK	TYPE	MOVE NAME
	Normal	Growl
	Normal	Tackle
	Normal	Take Down
	Normal	Natural Gift
	Fairy	Charm
	Normal	Last Resort
	Fairy	Play Rough
	Ground	Mud Slap

#232 Donphan

TYPE: Ground



STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.1m / 3'07"
WEIGHT: 120kg /264lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Sturdy

Armor Pokémon
Strong enough to knock down a house. They like to attack by rolling as a ball at high speed, however once they start rolling, they have a hard time stopping. Some may keep their loving Phanpy nature.

EVOLUTIVE STAGE: Final.


#231


#232

RANK	TYPE	MOVE NAME
	Normal	Defense Curl
	Normal	Growl
	Electric	Thunder Fang
	Ground	Bulldoze
	Rock	Rollout
	Normal	Slam
	Dark	Assurance
	Ground	Earthquake
	Fight	Counter
	Ground	Fissure

RANK	TYPE	MOVE NAME
	Normal	Horn Attack
	Fire	Fire Fang
	Normal	Rapid Spin
	Dark	Knock Off
	Ground	Magnitude
	Normal	Fury Attack
	Normal	Scary Face
	Normal	Giga Impact
	Ice	Ice Shard

#233 Porygon 2

TYPE: Normal



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 32kg / 72 lbs

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Download & Trace

Virtual Pokémon
This manmade Pokémon is an upgraded version of Porygon. Used for space exploration and planetary development, boasting the power of science. Its AI software allows it to learn on its own.

EVOLUTIVE STAGE: Second.
EVOLVES WITH:Trade holding an Item.


#137


#233


#474

RANK	TYPE	MOVE NAME
	Normal	Conversion
	Normal	Tackle
	Psychic	Psybeam
	Normal	Recover
	Bug	Signal Beam
	Electric	Discharge
	Normal	Tri Attack
	Electric	Zap Cannon
	Psychic	Gravity
	Electric	Shock Wave

RANK	TYPE	MOVE NAME
	Normal	Conversion 2
	Normal	Defense Curl
	Psychic	Agility
	Electric	Magnet Rise
	Normal	Recycle
	Normal	Lock-On
	Psychic	Magic Coat
	Normal	Hyper Beam
	Normal	Pain Split

#234 Stantler

TYPE: Normal



STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 142kg/ 313lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Frisk & Intimidate

Bighorn Pokémon
Their antlers create a distortion in space that causes confusion. They were hunted for their magnificent antlers that were traded at high prices. This drove Stantlers close to extinction.

EVOLUTIVE STAGE: Final.


#234

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Normal	Leer
	Psychic	Hypnosis
	Ground	Sand Attack
	Ghost	Confuse Ray
	Psychic	Role Play
	Fight	Jump Kick
	Normal	Captivate
	Bug	Megahorn

RANK	TYPE	MOVE NAME
	Ghost	Astonish
	Normal	Take Down
	Normal	Stomp
	Normal	Me First
	Psychic	Calm Mind
	Psychic	Zen Headbutt
	Psychic	Imprison
	Normal	Disable
	Normal	Thrash

#235 Smeargle

TYPE: Normal



STRENGTH ●○○
DEXTERITY ●●●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●●○○

HEIGHT: 1.2m / 3'11"
WEIGHT: 58kg / 128 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Own Tempo & Technician

EVOLUTIVE STAGE: Final.


#235

Painter Pokémon
A special ink oozes from its tail to mark its territory. They are skilled artists, known for painting action scenes from great battles. If they study their painting for a long time, they learn those moves.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Sketch		Normal	Sketch
	Normal	Sketch		Normal	Sketch
	Normal	Sketch		Normal	Sketch
	Normal	Sketch		Normal	Sketch
	Normal	Sketch		Normal	Sketch

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Tackle		Normal	Foresight
	Normal	Helping Hand		Normal	Fake Out
	Normal	Work Up		Psychic	Role Play
	Fight	Seismic Toss			

#236 Tyrogue

TYPE: Fight



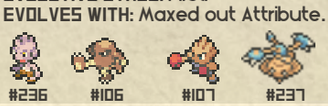
STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.7 m / 2'04"
WEIGHT: 21kg / 46 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Guts & Steadfast

EVOLUTIVE STAGE: First.
EVOLVES WITH: Maxed out Attribute.


#236 #106 #107 #237

Scuffle Pokémon
Tyrogue is an energetic, competitive and fearless Pokémon that's always looking to get stronger, fighting any enemies even if it looses. They attack anyone, anyday, anytime, everyday, without warning.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Fight	Revenge		Fight	Rolling Kick
	Normal	Focus Energy		Normal	Quick Attack
	Dark	Pursuit		Fight	Triple Kick
	Normal	Rapid Spin		Fight	Counter
	Normal	Feint		Psychic	Agility
	Steel	Gyro Ball		Fight	Quick Guard
	Rock	Wide Guard		Fight	Detect
	Fight	Close Combat		Normal	Endeavor
	Fight	Mach Punch		Fight	High Jump Kick
	Dragon	Twister			

#237 Hitmontop

TYPE: Fight



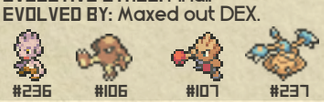
STRENGTH ●●●○○
DEXTERITY ●●○○○
VITALITY ●●●○○
SPECIAL ●○○
INSIGHT ●●●○○

HEIGHT: 1.4m / 4'07"
WEIGHT: 48kg / 106 lbs

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Intimidate & Technician

EVOLUTIVE STAGE: Final.
EVOLVED BY: Maxed out DEX.


#236 #106 #107 #237

Handstand Pokémon
They launch high speed kicks while spinning so fast that they get drilled into the ground. They move quicker by spinning than they do walking. They are very smart and like to perform dance-like kicks.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Pound		Ghost	Lick
	Fairy	Sweet Kiss		Ice	Powder Snow
	Psychic	Confusion		Normal	Sing
	Psychic	Heart Stamp		Normal	Mean Look
	Dark	Fake Tears		Normal	Lucky Chant
	Ice	Avalanche		Psychic	Psychic
	Normal	Copycat		Normal	Perish Song
	Ice	Blizzard		Normal	Fake Out
	Normal	Helping Hand		Psychic	Magic Coat

#238 Smoochum

TYPE: Ice / Psychic



STRENGTH ●○○
DEXTERITY ●●○○
VITALITY ●○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 6kg / 13 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Forewarn & Oblivious

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#238 #124

Kiss Pokémon
They examine their surroundings with their lips. They love to smooch, but Pokémon dislike their kisses. Smoochums are always running excitedly, but they are clumsy and end up stumbling and crying.

#239 Elekid

TYPE: Electric



STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 23kg / 52 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Static

Electric Pokémon
They can be found following thunder storms. Elekids rotate their arms constantly to charge electricity. Beware, there is an electric current between their horns that may zap you if you touch them.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME
○	Normal	Leer
○	Electric	Thunder Shock
○	Normal	Swift
○	Electric	Thunder Wave
○	Psychic	Light Screen
○	Normal	Screech
○	Electric	Discharge
○	Psychic	Meditate
○	Normal	Uproar

RANK	TYPE	MOVE NAME
○	Normal	Quick Attack
○	Fight	Low Kick
○	Electric	Shock Wave
○	Electric	Electro Ball
○	Electric	Thunder Punch
○	Electric	Thunderbolt
○	Electric	Thunder
○	Fight	Karate Chop

#240 Magby

TYPE: Fire



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 21kg / 47 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Flame Body

Live Coal Pokémon
They inhale and exhale embers from their mouth and nostrils. Their body temperature is so hot, they may ignite anything they touch and the floor they walk. Magby can be found in volcanos.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME
○	Normal	Leer
○	Fire	Ember
○	Dark	Feint Attack
○	Poison	Clear Smog
○	Ghost	Confuse Ray
○	Fire	Lava Plume
○	Fire	Flamethrower
○	Fight	Karate Chop
○	Normal	Screech

RANK	TYPE	MOVE NAME
○	Poison	Smog
○	Normal	Smokescreen
○	Fire	Fire Spin
○	Fire	Flame Burst
○	Fire	Fire Punch
○	Fire	Sunny Day
○	Fire	Fire Blast
○	Poison	Belch

#241 Miltank

TYPE: Normal



STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●●○○○
SPECIAL ●○○
INSIGHT ●●○○○

HEIGHT: 1.2m / 4'00"
WEIGHT: 150kg /166 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Scrappy & Thick Fat

Milk Cow Pokémon
Their male counterpart is Tauros. A Miltank's milk is full of nutrients that may heal the sick and the injured, and they can produce up to 5 gallons a day. Healing serious injuries may require a lot of milk.

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME
○	Normal	Tackle
○	Normal	Defense Curl
○	Normal	Milk Drink
○	Rock	Rollout
○	Psychic	Zen Headbutt
○	Steel	Gyro Ball
○	Fight	Wake-Up Slap
○	Normal	Helping Hand

RANK	TYPE	MOVE NAME
○	Normal	Growl
○	Normal	Stomp
○	Normal	Bide
○	Normal	Body Slam
○	Normal	Captivate
○	Normal	Heal Bell
○	Poison	Belch
○	Normal	Mega Kick

#242 Blissey

TYPE: Normal



STRENGTH ●○
DEXTERITY ●●○○
VITALITY ●○
SPECIAL ●●○○○
INSIGHT ●●●○○○

HEIGHT: 1.5m / 4'11"
WEIGHT: 47kg / 103 lbs

BASE HP: 12
SUGGESTED RANK: Ace

ABILITIES: Natural Cure & Serene Grace

Happiness Pokémon
Whoever takes a bite on a Blissey's egg becomes loving and caring to everyone. They are compassionate, healing anyone who's injured. Their presence makes everyone smile. An intelligent and empathic Pokémon.

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME
○	Normal	Growl
○	Normal	Tail Whip
○	Normal	Double Slap
○	Normal	Bestow
○	Normal	Take Down
○	Dark	Fling
○	Psychic	Heal Pulse
○	Normal	Egg Bomb
○	Psychic	Healing Wish
○	Normal	Last Resort

RANK	TYPE	MOVE NAME
○	Normal	Pound
○	Normal	Defense Curl
○	Normal	Refresh
○	Normal	Soft Boiled
○	Normal	Minimize
○	Normal	Sing
○	Normal	Double-Edge
○	Psychic	Lightscreen
○	Fight	Seismic Toss
○	Normal	Metronome

#243 Raikou



TYPE: Electric

STRENGTH ●●●●●
DEXTERITY ●●●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●●
INSIGHT ●●●●●●

HEIGHT: 1.9m / 6'03"
WEIGHT: 178kg / 392 lbs

BASE HP: 4
SUGGESTED RANK: Master

ABILITIES: Pressure & Inner Focus

EVOLUTIVE STAGE: Unkown.


#243

Pokédex has no data.
Johto Legends tell about a Pokémon born from lightning, with barks like crashing thunder, soaring the lands, sending resounding shockwaves as it walks.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Dark	Bite		Normal	Leer
	Electric	Thunder Shock		Normal	Roar
	Normal	QuickAttack		Electric	Spark
	Psychic	Reflect		Dark	Crunch
	Electric	Thunder Fang		Electric	Discharge
	Psychic	Extrasensory		Water	Rain Dance
	Psychic	Calm Mind		Electric	Thunder
	Normal	Double Team		Normal	Substitute
	Electric	Volt Switch		Normal	Flash
	Normal	Mimic		Ghost	Curse
	Electric	Shockwave			

#244 Entei



TYPE: Fire

STRENGTH ●●●●●●●
DEXTERITY ●●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

HEIGHT: 2.1m / 7'00"
WEIGHT: 198kg / 436 lbs

BASE HP: 5
SUGGESTED RANK: Master

ABILITIES: Pressure & Inner Focus

EVOLUTIVE STAGE: Unkown.


#244

Pokédex has no data.

Johto Legends tell about a Pokémon so powerful, its bark makes volcanos erupt, traveling the lands cloaked in a cloud of volcanic smoke.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Dark	Bite		Normal	Leer
	Fire	Ember		Normal	Roar
	Fire	Fire Spin		Normal	Stomp
	Fire	Flamethrower		Normal	Swagger
	Fire	Fire Fang		Fire	Lava Plume
	Psychic	Extrasensory		Fire	Fire Blast
	Psychic	Calm Mind		Fire	Eruption
	Normal	Double Team		Normal	Substitute
	Fire	Will-o-Wisp		Fight	Rock Smash
	Normal	Mimic		Ghost	Curse
	Fire	Sacred Fire			

#245 Suicune



TYPE: Water

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●●

HEIGHT: 2m / 6'07"
WEIGHT: 187kg / 412 lbs

BASE HP: 5
SUGGESTED RANK: Master

ABILITIES: Pressure & Inner Focus

EVOLUTIVE STAGE: Unkown.


#245

Pokédex has no data.

Johto Legends tell about a Pokémon that carries the north winds, sailing above the clouds as the aurora, purifying water fountains, pools and rivers.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Dark	Bite		Normal	Leer
	Water	Bubble Beam		Water	Rain Dance
	Flying	Gust		Ice	Aurora Beam
	Ice	Mist		Psychic	Mirror Coat
	Ice	Ice Fang		Flying	Tailwind
	Psychic	Extrasensory		Water	Hydro Pump
	Psychic	Calm Mind		Ice	Blizzard
	Normal	Double Team		Normal	Substitute
	Water	Dive		Ghost	Ominous Wind
	Normal	Mimic		Ghost	Curse
	Ice	Sheer Cold			

#246 Larvitar



TYPE: Rock / Ground

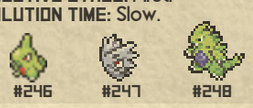
STRENGTH ●●○○
DEXTERITY ●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.6 m / 2'00"
WEIGHT: 72kg / 159 lbs

BASE HP: 3
SUGGESTED RANK: Amateur

ABILITIES: Guts

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.


#246 #247 #248

Rock Skin Pokémon
Born deep underground, they don't emerge until they've eaten a whole mountain of soil. Only the strongest and more ferocious ever come out to roam about.
They hate being disturbed.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Dark	Bite		Normal	Leer
	Rock	Sandstorm		Normal	Screech
	Normal	Chip Away		Rock	Rock Slide
	Normal	Scary Face		Normal	Thrash
	Dark	Dark Pulse		Dark	Payback
	Dark	Crunch		Ground	Earthquake
	Rock	Stone Edge		Normal	Hyper Beam
	Rock	Stealth Rock		Ghost	Spite
	Normal	Focus Energy			

#247 Pupitar



TYPE: Rock / Ground

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.2m / 3'11"
WEIGHT: 152kg /335 lbs

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Shed Skin

Hard Shell Pokémon
Even in their shell, they are fast, agressive and extremely destructive. They never stay still. This pupa propels itself using a jet of pressurized gas. It is bad tempered and very aggressive.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Slow.


#246 #247 #248

RANK	TYPE	MOVE NAME
1	Dark	Bite
2	Rock	Sandstorm
3	Normal	Chip Away
4	Normal	Scary Face
5	Dark	Dark Pulse
6	Dark	Crunch
7	Rock	Stone Edge
8	Dragon	Dragon Dance
9	Normal	Focus Energy

RANK	TYPE	MOVE NAME
1	Normal	Leer
2	Normal	Screech
3	Rock	Rock Slide
4	Normal	Thrash
5	Dark	Payback
6	Ground	Earthquake
7	Normal	Hyper Beam
8	Steel	Iron Defense

#248 Tyranitar



TYPE: Rock / Dark

STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 2m / 6'07"
WEIGHT: 202kg /445 lbs

BASE HP: 6
SUGGESTED RANK: Pro

ABILITIES: Sand Stream

Armor Pokémon
Its body is hardly damaged by any attack, so it's always eager to fight. They are extremely strong, their rage can change landscapes. Tyranitars are insolents, rebels and they care about no one.

EVOLUTIVE STAGE: Final.


#246 #247 #248

RANK	TYPE	MOVE NAME
1	Dark	Bite
2	Normal	Leer
3	Rock	Sandstorm
4	Electric	Thunder Fang
5	Normal	Chip Away
6	Normal	Scary Face
7	Dark	Dark Pulse
8	Dark	Crunch
9	Rock	Stone Edge
10	Normal	Giga Impact
11	Dragon	Outrage

RANK	TYPE	MOVE NAME
1	Normal	Tackle
2	Normal	Screech
3	Fire	Fire Fang
4	Ice	Ice Fang
5	Rock	Rock Slide
6	Normal	Thrash
7	Dark	Payback
8	Ground	Earthquake
9	Normal	Hyper Beam
10	Dragon	Dragon Dance
11	Fight	Superpower

Mega-Tyranitar



TYPE: Rock / Dark

STRENGTH ●●●●○○○
DEXTERITY ●●○○○
VITALITY ●●●●○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 2.5m / 8'02"
WEIGHT: 255kg / 562 lbs

BASE HP: 7
SUGGESTED RANK: Master

ABILITIES: Sand Stream

Armor Pokémon
The power of the Mega Stone is so overwhelming it splits its back open. It becomes overwhelmed by its ferocious instincts and it's unclear if it can even hear its Trainer through the pain and rage.

EVOLUTIVE STAGE: Mega Evolution.


#246 #247 #248

RANK	TYPE	MOVE NAME
1	Dark	Bite
2	Normal	Leer
3	Rock	Sandstorm
4	Electric	Thunder Fang
5	Normal	Chip Away
6	Normal	Scary Face
7	Dark	Dark Pulse
8	Dark	Crunch
9	Rock	Stone Edge
10	Normal	Giga Impact
11	Dragon	Outrage

RANK	TYPE	MOVE NAME
1	Normal	Tackle
2	Normal	Screech
3	Fire	Fire Fang
4	Ice	Ice Fang
5	Rock	Rock Slide
6	Normal	Thrash
7	Dark	Payback
8	Ground	Earthquake
9	Normal	Hyper Beam
10	Dragon	Dragon Dance
11	Fight	Superpower

#249 Lugia



TYPE: Flying / Psychic

STRENGTH ●●●●●
DEXTERITY ●●●●●●
VITALITY ●●●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●●●

HEIGHT: 5.2m / 17'01"
WEIGHT: 216kg / 476 lbs

BASE HP: 6
SUGGESTED RANK: Master

ABILITIES: Pressure & Multiscale

Pokédex has no data.
Known as the Guardian of the Sea. It used to live in the Brass Tower, where Pokémon awoke. Lugia's Myth is linked to the idea that those whose death was pure will be reborn in the sea.

EVOLUTIVE STAGE: Unkown.


#249

RANK	TYPE	MOVE NAME
1	Flying	Gust
2	Psychic	Extrasensory
3	Water	Hydro Pump
4	Dark	Punishment
5	Normal	Safeguard
6	Psychic	Future Sight
7	Psychic	Calm Mind
8	Normal	Whirlwind
9	Flying	Hurricane
10	Normal	Hidden Power
11	Normal	Strength

RANK	TYPE	MOVE NAME
1	Dragon	Dragon Rush
2	Water	Rain Dance
3	Flying	Aeroblast
4	Rock	Ancient Power
5	Normal	Recover
6	Normal	Natural Gift
7	Flying	Sky Attack
8	Normal	Weather Ball
9	Dragon	Twister
10	Flying	Defog
11	Water	Dive

#250 Ho-oh

TYPE: Fire / Flying

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Flying	Gust		Flying	Brave Bird
	Psychic	Extrasensory		Fire	Sunny Day
	Fire	Fire Blast		Fire	Sacred Fire
	Dark	Punishment		Rock	Ancient Power
	Normal	Safeguard		Normal	Recover
	Psychic	Future Sight		Normal	Natural Gift
	Psychic	Calm Mind		Flying	Sky Attack
	Normal	Whirlwind		Normal	Weather Ball
	Grass	Solar Beam		Normal	Flash
	Normal	Hidden Power		Flying	Defog
	Normal	Strength		Flying	Fly



HEIGHT: 3.8m / 12'06" WEIGHT: 200kg / 440 lbs

STRENGTH ●●●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●●
INSIGHT ●●●●●●●

BASE HP: 5 SUGGESTED RANK: Master

ABILITIES: Pressure & Regenerator

Pokédex has no data.
Ho-oh inhabited the Bell Tower, where Pokémon were said to rest. Ho-oh's Myth talks about a creature that brought eternal rest for those whose time was right, and also gave back life if death was premature.

EVOLUTIVE STAGE: Unkown.


#250

#251 Celebi

TYPE: Grass / Psychic



STRENGTH ●●●●●●
DEXTERITY ●●●●●●
VITALITY ●●●●●●
SPECIAL ●●●●●●
INSIGHT ●●●●●●

HEIGHT: 0.6m / 2'00" WEIGHT: 5kg / 11 lbs

BASE HP: 5 SUGGESTED RANK: Master

ABILITIES: Natural Cure

Pokédex has no data.
Guardian of the Forest. Celebi is said to be able to travel through time, amending mistakes from people who hurt the land, and crafting a bright future for those who live nearby.

EVOLUTIVE STAGE: Unkown.


#251

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Grass	Leech Seed		Psychic	Confusion
	Normal	Recover		Normal	Heal Bell
	Normal	Safeguard		Grass	Magical Leaf
	Rock	Ancient Power		Normal	Baton Pass
	Normal	Natural Gift		Psychic	Heal Block
	Psychic	Future Sight		Psychic	Healing Wish
	Grass	Leaf Storm		Normal	Perish Song
	Normal	Double Team		Psychic	Trick Room
	Normal	Nature Power		Grass	Worry Seed

#252 Treecko

TYPE: Grass

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Leer		Normal	Pound
	Grass	Absorb		Normal	Quick Attack
	Dark	Pursuit		Normal	Screech
	Grass	Mega Drain		Psychic	Agility
	Normal	Slam		Fight	Detect
	Fight	Quick Guard		Normal	Endeavor
	Grass	Giga Drain		Grass	Energy Ball
	Steel	Iron Tail		Grass	Bullet Seed
	Grass	Grass Pledge			



HEIGHT: 0.5m / 1'08" WEIGHT: 5kg / 11 lbs

STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 3 SUGGESTED RANK: Beginner

ABILITIES: Overgrow

Wood Gecko Pokémon
They climb trees with their spiked feet. They remain cool under stress, calmed under pressure and collected when endangered. They are found protecting the trees ferociously.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#252 #253 #254

#253 Grovyle

TYPE: Grass



STRENGTH ●●○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 0.9m / 2'11" WEIGHT: 21kg / 47 lbs

BASE HP: 4 SUGGESTED RANK: Amateur

ABILITIES: Overgrow

Wood Gecko Pokémon
Their leaves provide camouflage in the jungles. They appear to fly from tree to tree, jumping huge lengths with amazing speed. It's almost impossible to catch them once they start running away..

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.


#252 #253 #254

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Pound		Normal	Leer
	Grass	Absorb		Normal	Quick Attack
	Dark	Pursuit		Bug	Fury Cutter
	Grass	Mega Drain		Normal	Screech
	Grass	Leaf Blade		Psychic	Agility
	Normal	Slam		Normal	False Swipe
	Bug	X-Scissor		Fight	Quick Guard
	Fight	Detect		Grass	Leaf Storm
	Fight	Drain Punch		Dragon	Dragon Breath
	Grass	Grass Pledge			

#254 Sceptile

TYPE: Grass



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Pound		Normal	Leer
	Normal	Quick Attack		Dark	Pursuit
	Grass	Absorb		Normal	False Swipe
	Grass	Leaf Storm		Grass	Mega Drain
	Dark	Night Slash		Grass	Leaf Blade
	Normal	Screech		Normal	Slam
	Psychic	Agility		Bug	X-Scissor
	Fight	Detect		Fight	Quick Guard
	Dragon	Dual Chop		Dragon	Dragon Pulse
	Electric	Thunder Punch		Grass	Frenzy Plant

STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 1.7m / 5'07"
WEIGHT: 52kg / 115 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Overgrow

Forest Pokémon
They raise trees with love and care and protect the jungles with their lives. Their tails can restore a plant's beauty. Sceptiles power is truly unmatched in their habitats. They are very proud, though.

EVOLUTIVE STAGE: Final.



Mega-Sceptile

TYPE: Grass / Dragon



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Pound		Normal	Leer
	Normal	Quick Attack		Dark	Pursuit
	Grass	Absorb		Normal	False Swipe
	Grass	Leaf Storm		Grass	Mega Drain
	Dark	Night Slash		Grass	Leaf Blade
	Normal	Screech		Normal	Slam
	Psychic	Agility		Bug	X-Scissor
	Fight	Detect		Fight	Quick Guard
	Dragon	Dual Chop		Dragon	Dragon Pulse
	Electric	Thunder Punch		Grass	Frenzy Plant

STRENGTH ●●●○○○
DEXTERITY ●●●●○○○○
VITALITY ●●○○○
SPECIAL ●●●●○○○○
INSIGHT ●●○○○

HEIGHT: 1.9m / 6'03"
WEIGHT: 55kg / 121 lbs

BASE HP: 6
SUGGESTED RANK: Pro

ABILITIES: Lightning Rod

Forest Pokémon
With the power of the Mega Stone, it allows itself to grow more feral in order to gain draconian powers. Its movements are swifter than ever and when it attacks it seems like the jungle has come to life.

EVOLUTIVE STAGE: Mega Evolution.



#255 Torchic

TYPE: Fire



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 2kg / 5lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Blaze

Chick Pokémon
They walk clumsily, but follow their trainers wherever they go. Torchics have a flame sac in their belly – burning all the time. If you hug them, they feel warm, but if you squeeze them, they may spit fire.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Growl		Normal	Scratch
	Normal	Focus Energy		Fire	Ember
	Flying	Peck		Ground	Sand Attack
	Fire	Fire Spin		Normal	Quick Attack
	Fire	Flame Burst		Normal	Slash
	Flying	Mirror Move		Fire	Flamethrower
	Fight	Counter		Flying	Feather Dance
	Fire	Fire Pledge			

#256 Combusken

TYPE: Fire / Fight



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Growl		Normal	Scratch
	Fire	Ember		Normal	Focus Energy
	Fight	Double Kick		Flying	Peck
	Fire	Flame Charge		Ground	Sand Attack
	Fight	Bulk Up		Normal	Quick Attack
	Normal	Slash		Flying	Mirror Move
	Fight	Sky Uppercut		Fire	Flare Blitz
	Fight	Counter		Flying	Feather Dance
	Fire	Fire Pledge			

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 0.9m / 2'11"
WEIGHT: 20kg / 43 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Blaze

Young Fowl Pokémon
Once Torchic toughened up its legs and thighs, they like to run and love to kick. They have an offensive instinct to keep attacking no matter what. They sqwak loudly every morning when they start to train.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.



#257 Blaziken

TYPE: Fire / Fight



STRENGTH	●●●○○○
DEXTERITY	●●○○○
VITALITY	●●○○○
SPECIAL	●●●○○○
INSIGHT	●●○○○

HEIGHT: 1.9m / 6'03"
WEIGHT: 85kg / 187 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Blaze

EVOLUTIVE STAGE: Final.



Blaze Pokémon
They can jump indredible heights. As they grow older, their feathers combust as new feathers grow back. They are courageous fighters and expert martial artists. Their wrists light in flames when it's about to attack.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Fire	Ember		Fire	Fire Punch
	Normal	Focus Energy		Normal	Growl
	Fight	High Jump Kick		Normal	Scratch
	Fight	Double Kick		Fire	Flame Charge
	Flying	Peck		Ground	Sand Attack
	Fight	Bulk Up		Normal	Quick Attack
	Fire	Blaze Kick		Normal	Slash
	Flying	Brave Bird		Fight	Sky Uppercut
	Fire	Flare Blitz		Dragon	Dual Chop
	Dark	Night Slash		Fire	Blast Burn

Mega-Blaziken

TYPE: Fire / Fight



STRENGTH	●●●●○○
DEXTERITY	●●●○○
VITALITY	●●○○○
SPECIAL	●●●○○○
INSIGHT	●●○○○

HEIGHT: 1.9m / 6'03"
WEIGHT: 85kg / 187 lbs

BASE HP: 6
SUGGESTED RANK: Pro

ABILITIES: Speed Boost

EVOLUTIVE STAGE: Mega Evolution.



Blaze Pokémon
The power of the Mega Stone makes its inner fire burn so strong that it sets its limbs ablaze. This allows it to move faster than ever but it also takes a toll on its feathers as they burn to black cinders.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Fire	Ember		Fire	Fire Punch
	Normal	Focus Energy		Normal	Growl
	Fight	High Jump Kick		Normal	Scratch
	Fight	Double Kick		Fire	Flame Charge
	Flying	Peck		Ground	Sand Attack
	Fight	Bulk Up		Normal	Quick Attack
	Fire	Blaze Kick		Normal	Slash
	Flying	Brave Bird		Fight	Sky Uppercut
	Fire	Flare Blitz		Dragon	Dual Chop
	Dark	Night Slash		Fire	Blast Burn

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Growl		Normal	Tackle
	Ground	Mud Slap		Water	Water Gun
	Normal	Bide		Normal	Foresight
	Ground	Mud Sport		Normal	Take Down
	Rock	Rock Throw		Water	Whirlpool
	Normal	Protect		Water	Hydro Pump
	Normal	Endeavor		Ice	Ice Ball
	Water	Aqua Tail		Water	Water Pledge

#258 Mudkip

TYPE: Water



STRENGTH	●●○○○
DEXTERITY	●○○
VITALITY	●●○○
SPECIAL	●●○○
INSIGHT	●●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 8kg / 17 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Torrent

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



Mud Fish Pokémon
The fin on its head is a radar to sense movement underwater. They bury themselves under the mud at the water's edge and at the bottom of rivers. They never back away even if their foe is bigger.

#259 Marshtomp

TYPE: Water / Ground



STRENGTH	●●○○○
DEXTERITY	●●○○
VITALITY	●●○○○
SPECIAL	●●○○
INSIGHT	●●○○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 28kg / 62 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Torrent

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.



Mud Fish Pokémon
A sticky film allows them to live out of water. They are seen playing in the mud at beaches to rehydrate their dry bodies. They are slow runners and swimmers but they can be fast sliding through the mud.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Growl		Normal	Tackle
	Ground	Mud Slap		Water	Water Gun
	Normal	Bide		Ground	Mud Shot
	Normal	Foresight		Ground	Mud Bomb
	Rock	Rock Slide		Normal	Take Down
	Water	Muddy Water		Normal	Protect
	Ground	Earthquake		Normal	Endeavor
	Ice	Ice Punch		Water	Water Pledge
	Fight	Dynamic Punch			

#260 Swampert

TYPE: Water / Ground

RANK	TYPE	MOVE NAME
1	Normal	Growl
5	Ground	Mud Slap
10	Normal	Take Down
15	Ground	Mud Shot
20	Ground	Mud Bomb
25	Water	Muddy Water
30	Normal	Protect
35	Normal	Endeavor
40	Water	Hydro Cannon

RANK	TYPE	MOVE NAME
1	Normal	Tackle
5	Water	Water Gun
10	Normal	Bide
15	Normal	Foresight
20	Rock	Rock Slide
25	Fight	Hammer Arm
30	Ground	Earthquake
35	Rock	Wide Guard
40	Ice	Avalanche



HEIGHT: 1.5 m / 4'11"
WEIGHT: 102kg /224 lbs

Mud Fish Pokémon
They have an incredible sight that allows them to see in muddy water. They nest in beaches, and shield their young with their strong arms. When a storm is coming, Swamperts build a fort with big rocks.

STRENGTH ●●●○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

BASE HP: 6
SUGGESTED RANK: Ace

ABILITIES: Torrent

EVOLUTIVE STAGE: Final.



Mega-Swampert

TYPE: Water / Ground

RANK	TYPE	MOVE NAME
1	Normal	Growl
5	Ground	Mud Slap
10	Normal	Take Down
15	Ground	Mud Shot
20	Ground	Mud Bomb
25	Water	Muddy Water
30	Normal	Protect
35	Normal	Endeavor
40	Water	Hydro Cannon

RANK	TYPE	MOVE NAME
1	Normal	Tackle
5	Water	Water Gun
10	Normal	Bide
15	Normal	Foresight
20	Rock	Rock Slide
25	Fight	Hammer Arm
30	Ground	Earthquake
35	Rock	Wide Guard
40	Ice	Avalanche



HEIGHT: 1.9m / 6'03"
WEIGHT: 102kg / 224 lbs

Mud Fish Pokémon
The power of the Mega Stone increases its muscle strength, it would appear to be slower but its skin is so slippy it allows it to quickly slide over puddles and mud. It also becomes a bit bolder and moody.

STRENGTH ●●●●○○○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

BASE HP: 7
SUGGESTED RANK: Pro

ABILITIES: Swift Swim

EVOLUTIVE STAGE: Mega Evolution.



#261 Poochyena

TYPE: Dark



HEIGHT: 0.5m / 1'08"
WEIGHT: 13kg / 30 lbs

Bite Pokémon
Poochyena will bite anything that moves. They will chase people and other Pokémon for dozens of miles without loosing track. This Pokémon is persistent and tenacious. In the wild, they form small hunting packs.

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Quick Feet & Run Away

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME
1	Normal	Tackle
5	Ground	Sand Attack
10	Normal	Odor Sleuth
15	Normal	Swagger
20	Normal	Scary Face
25	Dark	Embargo
30	Fairy	Play Rough
35	Dark	Crunch
40	Steel	Iron Tail

RANK	TYPE	MOVE NAME
1	Normal	Howl
5	Dark	Bite
10	Normal	Roar
15	Dark	Assurance
20	Dark	Taunt
25	Normal	Take Down
30	Dark	Sucker Punch
35	Ground	Dig
40	Normal	Endure

#262 Mightyena

TYPE: Dark

RANK	TYPE	MOVE NAME
1	Normal	Howl
5	Dark	Bite
10	Normal	Roar
15	Dark	Assurance
20	Dark	Taunt
25	Fire	Fire Fang
30	Electric	Thunder Fang
35	Ice	Ice Fang
40	Dark	Embargo
45	Fairy	Play Rough
50	Dark	Sucker Punch
55	Dark	Snatch

RANK	TYPE	MOVE NAME
1	Normal	Tackle
5	Ground	Sand Attack
10	Normal	Odor Sleuth
15	Normal	Swagger
20	Normal	Scary Face
25	Normal	Yawn
30	Normal	Take Down
35	Dark	Thief
40	Dark	Crunch
45	Dark	Snarl
50	Fight	Counter
55	Poison	Poison Fang



HEIGHT: 1m / 3'03"
WEIGHT: 37kg / 81 lbs

Bite Pokémon
They attack savagely, travel in packs and hunt in groups. They will only obey trainers that show superior skills, which they recognize as the alpha leader. They are extremely obedient once they find a master.

STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Intimidate & Quick Feet

EVOLUTIVE STAGE: Final.



#263 Zigzagoon

TYPE: Normal



STRENGTH ●○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 17kg / 38 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES:
Gluttony & Pick Up

Tiny Raccoon Pokémon
They are extremely curious and want to know all about everything. Due to their innate curiosity, they usually find hidden objects.
Sometimes they play dead to avoid being attacked.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#263 #264

RANK	TYPE	MOVE NAME
○	Normal	Growl
○	Normal	Tail Whip
○	Fairy	Baby-Doll Eyes
○	Normal	Odor Sleuth
○	Bug	Pin Missile
○	Normal	Headbutt
○	Normal	Flail
○	Normal	Belly Drum
○	Normal	Helping Hand
○	Psychic	Trick

RANK	TYPE	MOVE NAME
○	Normal	Tackle
○	Normal	Take Down
○	Ground	Sand Attack
○	Ground	Mud Sport
○	Normal	Covet
○	Normal	Bestow
○	Psychic	Rest
○	Dark	Fling
○	Grass	Seed Bomb

#264 Linoone

TYPE: Normal



STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.5m / 1'08
WEIGHT: 32kg / 71 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES:
Gluttony & Pick Up

Rushing Pokémon
Linoones are always running at full speed, but they can only do so in straight lines. They find it very difficult to deal with a curved road. They excel at hunting but tend to eat a lot to recover from their tiring runs.

EVOLUTIVE STAGE: Final.


#263 #264

RANK	TYPE	MOVE NAME
○	Normal	Growl
○	Dark	Switcheroo
○	Normal	Tail Whip
○	Fairy	Play Rough
○	Normal	Odor Sleuth
○	Normal	Fury Swipes
○	Normal	Bestow
○	Normal	Slash
○	Normal	Belly Drum
○	Normal	Extreme Speed
○	Grass	Seed Bomb

RANK	TYPE	MOVE NAME
○	Normal	Tackle
○	Ground	Sand Attack
○	Normal	Headbutt
○	Ground	Rototiller
○	Ground	Mud Sport
○	Normal	Covet
○	Normal	Double-Edge
○	Psychic	Rest
○	Dark	Fling
○	Normal	Super Fang

#265 Wurmple

TYPE: Bug



STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 3kg / 7 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES:
Shield Dust

Worm Pokémon
It uses the spikes on its rear to peel the trees and feed on their sap. Their feet have suction pads to climb easily. Wurmples are plentiful and live in forests, but they are often attacked by bird Pokémon.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Fast.


#265 #266 #267 #268 #269

RANK	TYPE	MOVE NAME
○	Bug	String Shot
○	Poison	Poison Sting
○	Electric	Electroweb

RANK	TYPE	MOVE NAME
○	Normal	Tackle
○	Bug	Bug Bite
○	Normal	Snore

#266 Silcoon

TYPE: Bug



STRENGTH ●●○○
DEXTERITY ●○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.6 m / 2'00"
WEIGHT: 10kg / 22 lbs

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES:
Shed Skin

Cocoon Pokémon
They tether themselves to tree branches while they wait to evolve. Sometimes they peek from a small hole in the cocoon. Silcoons feed only on raindrops. If Wrumple lived among flowers, it evolves to Silcoon.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Fast.


#265 #266 #267 #268 #269

RANK	TYPE	MOVE NAME
○	Normal	Harden
○	Electric	Electroweb

RANK	TYPE	MOVE NAME
○	Steel	Iron Defense

#267 Beautifly



TYPE: Bug / Flying

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○

HEIGHT: 1m / 3'03"
WEIGHT: 28kg /62 lbs

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Swarm

Butterfly Pokémon
They can't resist the pollen of flowers, if you leave one in the window, a Beautifly is sure to come. Despite their appearence, they are agressive, they drain living creatures of their fluids just as they do with flowers.

EVOLUTIVE STAGE: Final.
EVOLVED FROM: Silcoon.

#265 #266 #267 #268 #269

RANK	TYPE	MOVE NAME
○	Grass	Absorb
○	Grass	Stun Spore
○	Flying	Air Cutter
○	Normal	Whirlwind
○	Bug	Silver Wind
○	Grass	Giga Drain
○	Bug	Quiver Dance
○	Flying	Defog

RANK	TYPE	MOVE NAME
○	Flying	Gust
○	Normal	Morning Sun
○	Grass	Mega Drain
○	Normal	Attract
○	Normal	Rage
○	Bug	Bug Buzz
○	Normal	Swift
○	Normal	Captivate

#268 Cascoon



TYPE: Bug

STRENGTH ●●○○
DEXTERITY ●●
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 11kg / 25 lbs

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Shed Skin

Cocoon Pokémon
They hide between huge leaves and gaps between branches, if they were to move, their evolution would be weaker. Due to this, Cascoon will remain motionless. If Wrumple lived in a dark place, it evolves to Cascoon.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Fast.

#265 #266 #267 #268 #269

RANK	TYPE	MOVE NAME
○	Normal	Harden
○	Electric	Electroweb

RANK	TYPE	MOVE NAME
○	Steel	Iron Defense

#269 Dustox



TYPE: Bug / Poison

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.2m / 3'11"
WEIGHT: 31kg / 70 lbs

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Shield Dust

Poison Moth Pokémon
They travel in big groups during the night, attracted to bright lights and big cities. Their flight releases a poisonous shining dust that causes mayhem in towns. For this reason people dislike them.

EVOLUTIVE STAGE: Final.
EVOLVED FROM: Cascoon.

#265 #266 #267 #268 #269

RANK	TYPE	MOVE NAME
○	Psychic	Confusion
○	Normal	Protect
○	Poison	Venoshock
○	Normal	Whirlwind
○	Bug	Silver Wind
○	Bug	Bug Buzz
○	Flying	Air Cutter
○	Dragon	Twister

RANK	TYPE	MOVE NAME
○	Flying	Gust
○	Fairy	Moonlight
○	Psychic	Psybeam
○	Psychic	Light Screen
○	Poison	Toxic
○	Bug	Quiver Dance
○	Normal	Swift

#270 Lotad



TYPE: Grass / Water

STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●●○○

HEIGHT: 0.5 m / 1'08"
WEIGHT: 2kg / 5 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Rain Dish & Swift Swim

Water Weed Pokémon
They live in ponds and lakes, floating atop the water. The big leaf on their head is known to act as a ferry for smaller Pokémon. The leaf is delicate and needs constant watering or else Lotad will grow sick.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.

#270 #271 #272

RANK	TYPE	MOVE NAME
○	Ghost	Astonish
○	Grass	Absorb
○	Water	Bubble
○	Normal	Natural Gift
○	Water	Bubble Beam
○	Psychic	Zen Headbutt
○	Grass	Energy Ball
○	Normal	Flail

RANK	TYPE	MOVE NAME
○	Normal	Growl
○	Normal	Nature Power
○	Ice	Mist
○	Grass	Mega Drain
○	Water	Rain Dance
○	Grass	Leech Seed
○	Normal	Sweet Scent

#271 Lombre

TYPE: Grass / Water



STRENGTH	●●○○
DEXTERITY	●●○○
VITALITY	●●○○
SPECIAL	●●○○
INSIGHT	●●○○○

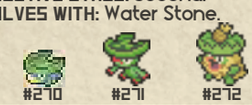
HEIGHT: 1.2m / 3'11"
WEIGHT: 32kg / 71 lbs

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Rain Dish & Swift Swim

Jolly Pokémon
This nocturnal Pokémon has a mischievous and impish personality. While playing pranks on people, Lombres are commonly mistaken for human children. It enjoys to startle unaware swimmers.

EVOLUTIVE STAGE: Second.
EVOLVES WITH: Water Stone.



RANK	TYPE	MOVE NAME
○	Ghost	Astonish
○	Grass	Absorb
○	Water	Bubble
○	Normal	Fury Swipes
○	Water	Bubble Beam
○	Dark	Knock Off
○	Water	Hydro Pump
○	Fire	Fire Punch

RANK	TYPE	MOVE NAME
○	Normal	Growl
○	Normal	Nature Power
○	Normal	Fake Out
○	Water	Water Sport
○	Psychic	Zen Headbutt
○	Normal	Uproar
○	Ice	Ice Punch
○	Electric	Thunder Punch

#272 Ludicolo

TYPE: Grass / Water



STRENGTH	●●○○○
DEXTERITY	●●○○○
VITALITY	●●○○○
SPECIAL	●●○○○
INSIGHT	●●●○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 55kg / 121 lbs

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Rain Dish & Swift Swim

Carefree Pokémon
Ludicolo starts dancing at the sound of music. Pokémon and people will dance as well. They are said to appear when children sing. They love festive places and parties.

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME
○	Ghost	Astonish
○	Grass	Mega Drain
○	Normal	Teeter Dance
○	Normal	Entrainment

RANK	TYPE	MOVE NAME
○	Normal	Growl
○	Normal	Nature Power
○	Grass	Giga Drain

#273 Seedot

TYPE: Grass



STRENGTH	●○○
DEXTERITY	●○○
VITALITY	●●○
SPECIAL	●○○
INSIGHT	●○○

HEIGHT: 0.5 m / 1'08"
WEIGHT: 4kg / 9 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Chlorophyll & Early Bird

Acorn Pokémon
They attach to tree branches to suck moisture from them. While immobile, the young are identical to real acorns. They enjoy scaring other Pokémon, especially Pidgeys. If they fall they are at risk of being eaten.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME
○	Normal	Bide
○	Normal	Growth
○	Grass	Synthesis
○	Normal	Explosion
○	Grass	Grassy Terrain

RANK	TYPE	MOVE NAME
○	Normal	Harden
○	Normal	Nature Power
○	Fire	Sunny Day
○	Grass	Bullet Seed
○	Grass	Worry Seed

#274 Nuzleaf

TYPE: Grass / Dark



STRENGTH	●●○○○
DEXTERITY	●●○○
VITALITY	●●○○
SPECIAL	●●○○
INSIGHT	●○○

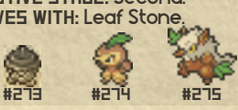
HEIGHT: 1m / 3'03"
WEIGHT: 28kg / 61 lbs

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Chlorophyll & Early Bird

Wily Pokémon
They live inside holes on big trees. Their leaves are played like flutes to strike fear and discomfort in lost people's hearts. They like to go out and startle people. Their noses are really sensitive and frail.

EVOLUTIVE STAGE: Second.
EVOLVES WITH: Leaf Stone.



RANK	TYPE	MOVE NAME
○	Normal	Pound
○	Normal	Harden
○	Normal	Nature Power
○	Dark	Torment
○	Dark	Feint Attack
○	Normal	Swagger
○	Grass	Bullet Seed
○	Dark	Foul Play

RANK	TYPE	MOVE NAME
○	Normal	Growth
○	Grass	Razor Leaf
○	Normal	Fake Out
○	Grass	Leaf Blade
○	Normal	Razor Wind
○	Psychic	Extrasensory
○	Grass	Leech Seed

#275 Shiftry

TYPE: Grass / Dark



STRENGTH ●●●○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 1.3m / 4'03"
WEIGHT: 60kg / 132 lbs

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Chlorophyll & Early Bird

EVOLUTIVE STAGE: Final.



Wicked Pokémon
Feared as protectors of the forest. They are said to live atop towering trees dating back thousands of years, creating terrible wind storms. It is said they can read people's minds to prey on their fears.

RANK	TYPE	MOVE NAME
	Dark	Feint Attack
	Dark	Nasty Plot
	Grass	Leaf Tornado
	Grass	Leaf Storm
	Normal	Self-Destruct

RANK	TYPE	MOVE NAME
	Grass	Razor Leaf
	Normal	Whirlwind
	Flying	Hurricane
	Grass	Seed Bomb
	Dark	Sucker Punch

#276 Tailow

TYPE: Flying / Normal



STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●○
SPECIAL ●●○
INSIGHT ●●○

HEIGHT: 0.3m / 1'00"
WEIGHT: 2kg / 5 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Guts

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



Tiny Swallow Pokémon
They are brave and noble, facing bigger foes whoever they might be. However, being just a child, it usually feels lonely and cries at night. They can be seen migrating south in the winter.

RANK	TYPE	MOVE NAME
	Normal	Growl
	Normal	Focus Energy
	Flying	Wing Attack
	Fight	Quick Guard
	Flying	Aerial Ace
	Psychic	Agility
	Flying	Air Slash
	Normal	Rage

RANK	TYPE	MOVE NAME
	Flying	Peck
	Normal	Quick Attack
	Normal	Double Team
	Normal	Endeavor
	Fight	Reversal
	Flying	Brave Bird
	Normal	Endure
	Normal	Refresh

#277 Swellow

TYPE: Flying / Normal



STRENGTH ●●○○○
DEXTERITY ●●●○○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 20kg / 44 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Guts

EVOLUTIVE STAGE: Final..



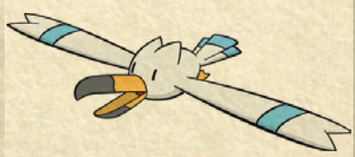
Swallow Pokémon
They are vain Pokémon, acting with grace and elegance. Swellows are seen circling the skies looking for prey. They can be incredibly fast. If two Swellows meet, they will clean each other's wings as a sign of peace.

RANK	TYPE	MOVE NAME
	Normal	Growl
	Flying	Pluck
	Normal	Focus Energy
	Flying	Wing Attack
	Fight	Quick Guard
	Flying	Aerial Ace
	Flying	Brave Bird
	Normal	Refresh
	Flying	Roost

RANK	TYPE	MOVE NAME
	Flying	Peck
	Normal	Quick Attack
	Normal	Double Team
	Normal	Endeavor
	Fight	Reversal
	Flying	Air Slash
	Psychic	Agility
	Flying	Sky Attack

#278 Wingull

TYPE: Water / Flying



STRENGTH ●●○
DEXTERITY ●●○○○
VITALITY ●●○
SPECIAL ●●○○
INSIGHT ●●○

HEIGHT: 0.6m / 2'00"
WEIGHT: 9kg / 20 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Keen Eye

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



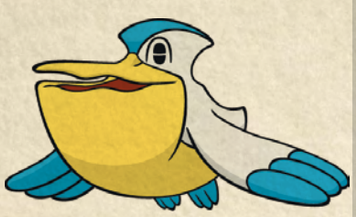
Seagull Pokémon
They carry prey and precious items in their beaks, hiding them in strange locations. They nest in sheer cliffs at the sea's edge. They often harass fishing boats to steal an easy meal for themselves.

RANK	TYPE	MOVE NAME
	Normal	Growl
	Normal	Supersonic
	Ice	Mist
	Normal	Quick Attack
	Dark	Pursuit
	Flying	Aerial Ace
	Flying	Air Slash
	Water	Aqua Ring
	Dark	Knock Off

RANK	TYPE	MOVE NAME
	Water	Water Gun
	Flying	Wing Attack
	Water	Water Pulse
	Flying	Roost
	Flying	Air Cutter
	Psychic	Agility
	Flying	Hurricane
	Ice	Icy Wind

#279 Pelipper

TYPE: Water / Flying



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 1.2m / 3'11"
WEIGHT: 28kg / 62 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Keen Eye

EVOLUTIVE STAGE: Final.



Water Bird Pokémon
Pelipper has been seen carrying eggs and other Pokémon inside its massive bill, protecting them from predators and storms, transporting the young through the great seas.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Growl	○	Water	Water Gun
○	Water	Water Sport	●	Normal	Supersonic
●	Water	Soak	●	Flying	Wing Attack
●	Water	Water Pulse	●	Ice	Mist
●	Normal	Protect	●	Dark	Payback
●	Water	Brine	●	Flying	Roost
●	Normal	Spit Up	●	Normal	Swallow
●	Normal	Stockpile	◐	Flying	Tailwind
◐	Dark	Fling	◐	Water	Hydro Pump
◐	Flying	Hurricane	●	Electric	Shock Wave
●	Rock	Wide Guard	●	Poison	Gunk Shot

#280 Ralts

TYPE: Psychic / Fairy



STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 6kg / 14 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Synchronize

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



Feeling Pokémon
They sense the emotions of people and Pokémon, usually sharing the mood of anyone nearby. They show if they feel joy and cheer, but hide if they sense hostility. They dislike fighting and negativity.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Growl	○	Normal	Double Team
●	Psychic	Confusion	●	Fairy	Disarming Voice
●	Psychic	Teleport	●	Normal	Lucky Chant
●	Grass	Magical Leaf	●	Fairy	Draining Kiss
●	Psychic	Heal Pulse	●	Psychic	Calm Mind
●	Psychic	Psychic	●	Psychic	Imprison
◐	Fairy	Charm	◐	Psychic	Future Sight
◐	Psychic	Hypnosis	◐	Psychic	Dream Eater
◐	Psychic	Stored Power	●	Normal	Helping Hand
●	Psychic	Telekinesis	●	Normal	Mean Look

#281 Kirlia

TYPE: Psychic / Fairy



STRENGTH ●○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 20kg /44 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Synchronize & Trace

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.



Emotion Pokémon
When they use their powers, their surroundings are distorted with mirages and illusory sceneries from the future and the past.
Kirlias like to dance and dislike to be bossed around.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Double Team	○	Normal	Growl
●	Psychic	Confusion	●	Psychic	Teleport
●	Fairy	Disarming Voice	●	Normal	Lucky Chant
●	Grass	Magical Leaf	●	Psychic	Heal Pulse
●	Psychic	Calm Mind	●	Psychic	Psychic
●	Psychic	Imprison	●	Fairy	Charm
◐	Psychic	Future Sight	◐	Psychic	Hypnosis
◐	Psychic	Dream Eater	◐	Psychic	Stored Power
●	Normal	Mean Look	●	Normal	Helping Hand
●	Psychic	Magic Room			

#282 Gardevoir

TYPE: Psychic / Fairy



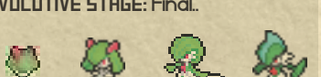
STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 1.6m / 5'03"
WEIGHT: 48kg / 106 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Synchronize & Trace

EVOLUTIVE STAGE: Final..



Embrace Pokémon
If they sense danger, Gardevoir unleash a wave of psychic energy. They can distort this dimension, defy the laws of matter and physics. They risk their lives to protect their fellows.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Double Team	●	Psychic	Confusion
○	Normal	Growl	●	Fairy	Disarming Voice
●	Psychic	Teleport	●	Fairy	Misty Terrain
●	Normal	Wish	●	Grass	Magical Leaf
●	Psychic	Heal Pulse	●	Psychic	Calm Mind
●	Psychic	Psychic	●	Psychic	Imprison
◐	Normal	Captivate	◐	Psychic	Future Sight
◐	Psychic	Hypnosis	◐	Psychic	Dream Eater
◐	Fairy	Moonblast	◐	Psychic	Stored Power
●	Ghost	Grudge	●	Psychic	Skill Swap
●	Psychi	Wonder Room			

Mega-Gardevoir

TYPE: Psychic / Fairy

RANK	TYPE	MOVE NAME
	Normal	Double Team
	Normal	Growl
	Psychic	Teleport
	Normal	Wish
	Psychic	Heal Pulse
	Psychic	Psychic
	Normal	Captivate
	Psychic	Hypnosis
	Fairy	Moonblast
	Ghost	Grudge
	Psychi	Wonder Room

RANK	TYPE	MOVE NAME
	Psychic	Confusion
	Fairy	Disarming Voice
	Fairy	Misty Terrain
	Grass	Magical Leaf
	Psychic	Calm Mind
	Psychic	Imprison
	Psychic	Future Sight
	Psychic	Dream Eater
	Psychic	Stored Power
	Psychic	Skill Swap



HEIGHT: 1.6m / 5'03"
WEIGHT: 48kg / 106 lbs

Embrace Pokémon
The power of the Mega Stone makes its senses skyrocket.
It is easily upset as it can feel the emotions from everyone in a wide radius. Its psychic powers are said to distort reality.

STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●●●○○○○
INSIGHT ●●●○○○○

BASE HP: 6
SUGGESTED RANK: Pro

ABILITIES: Pixilate

EVOLUTIVE STAGE: Mega Evolution.



#283 Surskit

TYPE: Bug / Water



HEIGHT: 0.5m / 1'08"
WEIGHT: 1kg / 2 lbs

Pond Skater Pokémon
Surskit secretes oil from its feet to skate on water. It may be found on ponds, lakes and puddles in towns. The tip of its head produces a delicious sugary syrup often used in desserts and sweets.

STRENGTH ●●○
DEXTERITY ●●○○
VITALITY ●●○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Swift Swim

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Fast.



RANK	TYPE	MOVE NAME
	Water	Bubble
	Normal	Sweet Scent
	Water	Bubble Beam
	Psychic	Agility
	Ice	Mist
	Bug	Sticky Web
	Ground	Mud Shot

RANK	TYPE	MOVE NAME
	Normal	Quick Attack
	Water	Water Sport
	Water	Aqua Jet
	Ice	Haze
	Normal	Baton Pass
	Bug	Signal Beam
	Water	Hydro Pump

#284 Masquerain

TYPE: Bug / Flying



HEIGHT: 0.8 m / 2'07"
WEIGHT: 3kg / 8lbs

Eyeball Pokémon
Their antennas look like terrifying eyes. Masquerains can fly in any direction like a helicopter, but their wings are soft and fragile, so they can't fly when it's raining. They cling to trees at night to sleep.

STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Intimidate

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME
	Water	Bubble
	Normal	Quick Attack
	Bug	Quiver Dance
	Water	Water Sport
	Flying	Air Cutter
	Normal	Scary Face
	Bug	Silver Wind
	Bug	Fell Stinger
	Psychic	Psybeam

RANK	TYPE	MOVE NAME
	Normal	Sweet Scent
	Ghost	Ominous Wind
	Grass	Stun Spore
	Flying	Whirlwind
	Flying	Gust
	Bug	Bug Buzz
	Flying	Air Slash
	Grass	Giga Drain

#285 Shroomish

TYPE: Grass



HEIGHT: 0.4m / 1'04"
WEIGHT: 4kg / 10 lbs

Mushroom Pokémon
They live in damp soil in forests, surrounded by moss. They suddenly release toxic spores that make plants dry up. These spores cause serious pain if inhaled. They grow taller with moisture and heat.

STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●○○

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Effect Spore & Poison Heal

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME
	Grass	Absorb
	Grass	Stun Spore
	Grass	Mega Drain
	Poison	Poison Powder
	Normal	Growth
	Grass	Giga Drain
	Grass	Spore
	Grass	Bullet Seed

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Grass	Leech Seed
	Normal	Headbutt
	Grass	Worry Seed
	Poison	Toxic
	Grass	Seed Bomb
	Fairy	Charm
	Dark	Fake Tears

#286 Breloom

TYPE: Grass / Fight

RANK	TYPE	MOVE NAME
1	Grass	Absorb
1	Grass	Stun Spore
1	Grass	Mega Drain
1	Normal	Headbutt
1	Fight	Counter
1	Normal	Mind Reader
1	Grass	Seed Bomb
1	Bug	Fury Cutter
1	Fight	Drain Punch
1	Normal	Tackle
1	Grass	Leech Seed
1	Normal	Feint
1	Fight	Mach Punch
1	Fight	Force Palm
1	Fight	Sky Uppercut
1	Fight	Dynamic Punch
1	Electric	Thunder Punch



HEIGHT: 1.2m / 4'00"
WEIGHT: 39kg / 86 lbs

Mushroom Pokémon
Their flexible arms and quick footwork can put good fighters to shame. The seeds on their tail and the cap on their head release poison spores. They love humid and hot climates.

STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES:
Effect Spore & Poison Heal

EVOLUTIVE STAGE: Final.


#285 #286

#287 Slakoth

TYPE: Normal



HEIGHT: 0.8m / 2'07"
WEIGHT: 24kg / 52 lbs

Slacker Pokémon
They laze around 20 hours a day barely eating. Slakoths remain motionless no matter what.
It's rare to see this Pokémon doing something, most of them never even bother to evolve.

STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●○○

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES:
Truant

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.


#287 #288 #289

RANK	TYPE	MOVE NAME
1	Normal	Scratch
1	Normal	Encore
1	Dark	Feint Attack
1	Normal	Covet
1	Fight	Counter
1	Fairy	Play Rough
1	Normal	Endure
1	Normal	Yawn
1	Normal	Slack Off
1	Psychic	Amnesia
1	Normal	Chip Away
1	Normal	Flail
1	Normal	After You
1	Normal	Sleep Talk

#288 Vigoroth

TYPE: Normal

RANK	TYPE	MOVE NAME
1	Normal	Scratch
1	Fight	Reversal
1	Normal	Uproar
1	Normal	Endure
1	Fight	Counter
1	Fight	Focus Punch
1	Dark	Sucker Punch
1	Normal	Encore
1	Normal	Focus Energy
1	Normal	Fury Swipes
1	Normal	Slash
1	Normal	Chip Away
1	Normal	Crush Claw
1	Dark	Night Slash



HEIGHT: 1.4m / 4'07"
WEIGHT: 46kg / 102 lbs

Wild Monkey Pokémon
They are always agitated, anxious, excited or upset, rampaging over anything. They can't be still and they can't sleep. They get angry if they get bored and violent if there is no activity for them.

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES:
Vital Spirit

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Fast.


#287 #288 #289

#289 Slaking

TYPE: Normal



HEIGHT: 2.1m / 7'00"
WEIGHT: 390kg /861 lbs

Lazy Pokémon
They spend all day sleeping and eating grass that grows within their reach. Sometimes they live beneath trees, waiting for fruits to fall. They dislike intruders on their territory but rarely do anything about them.

STRENGTH ●●●●○○○○
DEXTERITY ●●●○○○
VITALITY ●●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○

BASE HP: 8
SUGGESTED RANK: Ace

ABILITIES:
Truant

EVOLUTIVE STAGE: Final.


#287 #288 #289

RANK	TYPE	MOVE NAME
1	Normal	Scratch
1	Normal	Encore
1	Dark	Feint Attack
1	Normal	Covet
1	Dark	Fling
1	Normal	Swagger
1	Normal	Chip Away
1	Normal	Flail
1	Fight	Focus Punch
1	Normal	Yawn
1	Dark	Punishment
1	Normal	Slack Off
1	Normal	Encore
1	Psychic	Amnesia
1	Fight	Hammer Arm
1	Fight	Counter
1	Normal	Block
1	Poison	Gunk Shot

#290 Nincada

TYPE: Bug / Ground

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Harden		Normal	Scratch
	Bug	Leech Life		Ground	Sand Attack
	Normal	Fury Swipes		Normal	Mind Reader
	Normal	False Swipe		Normal	Bide
	Ground	Mud Slap		Steel	Metal Claw
	Ground	Dig		Bug	Silver Wind
	Grass	Giga Drain		Normal	Endure



HEIGHT: 0.5m / 1'08"
WEIGHT: 5kg / 12 lbs

Trainee Pokémon
They live underground for decades, absorbing nutrients from roots and waiting for evolution. Nincadas are nearly blind and cannot stand bright lights. They only come out to make a cocoon to evolve.

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○
SPECIAL ●●○○○
INSIGHT ●●○○○

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES:
Compound Eyes

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#290 #291 #292

#291 Ninjask

TYPE: Bug / Flying



HEIGHT: 0.8m / 2'07"
WEIGHT: 12kg / 26 lbs

Ninja Pokémon
Due to their speed and stealthiness, this Pokémon was believed to be invisible. They refuse to obey people and cry continuously if forced.
People burn their cocoons as they are said to be cursed.

STRENGTH ●●○○○
DEXTERITY ●●●●○○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES:
Speed Boost

EVOLUTIVE STAGE: Final.


#290 #291 #292

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Scratch		Normal	Harden
	Grass	Absorb		Ground	Sand Attack
	Bug	Bug Bite		Normal	Fury Swipes
	Normal	Mind Reader		Normal	Double Team
	Bug	Fury Cutter		Normal	Screech
	Normal	Slash		Normal	Swords Dance
	Psychic	Agility		Normal	Baton Pass
	Bug	X-Scissor		Bug	Silver Wind
	Dark	Night Slash		Fight	Final Gambit

#292 Shedinja

TYPE: Bug / Ghost

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Harden		Normal	Scratch
	Grass	Absorb		Ground	Sand Attack
	Normal	Fury Swipes		Normal	Mind Reader
	Ghost	Spite		Ghost	Confuse Ray
	Ghost	Shadow Sneak		Ghost	Grudge
	Ghost	Phantom Force		Psychic	Heal Block
	Ghost	Shadow Ball		Fight	Final Gambit
	Dark	Feint Attack		Bug	X-Scissor



HEIGHT: 0.8m / 2'07"
WEIGHT: 1kg / 2 lbs

Shed Pokémon
On extremely rare occasions; when Nincada evolves, the empty cocoon comes to life. They don't move, they only float unnaturally around.
It is said that it will steal the soul of anyone looking directly at them.

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○
SPECIAL ●●○○○
INSIGHT ●●○○○

BASE HP: 1
SUGGESTED RANK: Ace

ABILITIES:
Wonder Guard

EVOLUTIVE STAGE: Final.


#290 #291 #292

#293 Whismur

TYPE: Normal



HEIGHT: 0.6m / 2'00"
WEIGHT: 16kg / 35 lbs

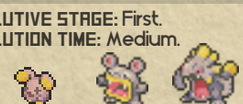
Whisper Pokémon
Their timid voice is barely audible, however, if it senses danger, they start crying loud enough to deafen anyone nearby. Their own noise scares them even more, so they cry harder until their ear covers shut.

STRENGTH ●●○○○
DEXTERITY ●○○○○
VITALITY ●●○○○
SPECIAL ●●●○○
INSIGHT ●○○○○

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES:
Soundproof

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#293 #294 #295

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Pound		Normal	Echoed Voice
	Normal	Uproar		Ghost	Astonish
	Normal	Howl		Normal	Supersonic
	Normal	Stomp		Normal	Screech
	Normal	Roar		Psychic	Synchronoise
	Psychic	Rest		Normal	Sleep Talk
	Normal	Hyper Voice		Fairy	Disarming Voice
	Dark	Fake Tears		Normal	Snore

#294 Loudred

TYPE: Normal

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○
SPECIAL ●●○○○
INSIGHT ●●○



HEIGHT: 1m / 3'03"
WEIGHT: 40kg / 89 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Soundproof

Big Voice Pokémon
Their ears work as loudspeakers capable of breaking glass or even blowing apart a wooden house. When it finishes shouting, even they are deafened for a while. They have noisy competitions in their packs.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME
○	Normal	Pound
○	Normal	Echoed Voice
○	Ghost	Astonish
○	Normal	Supersonic
○	Normal	Screech
○	Psychic	Synchronoise
○	Normal	Sleep Talk
○	Electric	Shock Wave
○	Ice	Icy Wind

RANK	TYPE	MOVE NAME
○	Normal	Uproar
○	Normal	Howl
○	Dark	Bite
○	Normal	Stomp
○	Normal	Roar
○	Psychic	Rest
○	Normal	Hyper Voice
○	Water	Water Pulse

#295 Exploud

TYPE: Normal

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○○



HEIGHT: 1.5m / 4'11"
WEIGHT: 84kg / 185 lbs

BASE HP: 6
SUGGESTED RANK: Ace

ABILITIES: Soundproof

Loud Noise Pokémon
It is said that some tremors are caused by the roars of this Pokémon. They communicate with soft noises, raising their voice only in battle. They can emit many different kinds of sounds.

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME
○	Normal	Pound
○	Normal	Howl
○	Fire	Fire Fang
○	Ghost	Astonish
○	Dark	Bite
○	Normal	Stomp
○	Dark	Crunch
○	Normal	Sleep Talk
○	Psychic	Rest
○	Normal	Hyper Beam
○	Dragon	Outrage
○	Water	Whirlpool

RANK	TYPE	MOVE NAME
○	Normal	Uproar
○	Ice	Ice Fang
○	Electric	Thunder Fang
○	Normal	Echoed Voice
○	Normal	Supersonic
○	Normal	Screech
○	Normal	Roar
○	Psychic	Synchronoise
○	Normal	Hyper Voice
○	Normal	Boom Burst
○	Fight	Circle Throw

#296 Makuhita

TYPE: Fight

STRENGTH ●●○○
DEXTERITY ●●○
VITALITY ●●○
SPECIAL ●●○
INSIGHT ●●○



HEIGHT: 1m / 3'3"
WEIGHT: 86kg / 190 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Guts & Thick Fat

Guts Pokémon
A tenacious Pokémon that will get back up no matter how many times he gets knocked down. They have a tireless spirit, and never give up hope. Makuhitas put all their hearts into everything they do.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME
○	Normal	Focus Energy
○	Ground	Sand Attack
○	Fight	Vital Throw
○	Normal	Whirlwind
○	Normal	Smelling Salts
○	Fight	Force Palm
○	Fight	Wake-Up Slap
○	Fight	Close Combat
○	Steel	Heavy Slam
○	Fire	Fire Punch

RANK	TYPE	MOVE NAME
○	Normal	Tackle
○	Fight	Arm Thrust
○	Normal	Fake Out
○	Dark	Knock Off
○	Normal	Belly Drum
○	Fight	Seismic Toss
○	Normal	Endure
○	Fight	Reversal
○	Electric	Thunder Punch
○	Fight	Detect

#297 Hariyama

TYPE: Fight

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●○○



HEIGHT: 2.3m / 7'07"
WEIGHT: 253kg /560 lbs

BASE HP: 7
SUGGESTED RANK: Amateur

ABILITIES: Guts & Thick Fat

Arm Thrust Pokémon
They may appear fat, but they are pure muscle. Hariyamas have the habit of challenging big looking creatures to tests of strength, sometimes mistaking cars and machines for real Pokémon.

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME
○	Normal	Focus Energy
○	Fight	Arm Thrust
○	Fight	Vital Throw
○	Normal	Fake Out
○	Dark	Knock Off
○	Normal	Belly Drum
○	Fight	Seismic Toss
○	Normal	Endure
○	Fight	Reversal
○	Ice	Ice Punch
○	Rock	Wide Guard

RANK	TYPE	MOVE NAME
○	Normal	Tackle
○	Ground	Sand Attack
○	Water	Brine
○	Normal	Whirlwind
○	Normal	Smelling Salts
○	Fight	Force Palm
○	Fight	Wake-Up Slap
○	Fight	Close Combat
○	Steel	Heavy Slam
○	Steel	Bullet Punch

#298 Azurill

TYPE: Normal / Fairy

STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●○○
SPECIAL ●●○
INSIGHT ●●○



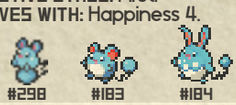
HEIGHT: 0.2m / 0'08"
WEIGHT: 2kg / 4 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Huge Power & Thick Fat

Polka Dot Pokémon
They use their tail as a lasso. When they throw their ball, Azurills get dragged along with it. They are commonly seen bouncing and playing with other Pokémon in the beach. They love fruit paps.

EVOLUTIVE STAGE: First.
EVOLVES WITH: Happiness 4.



RANK	TYPE	MOVE NAME
○	Normal	Splash
○	Normal	Tail Whip
○	Water	Bubble
○	Water	Bubble Beam
○	Normal	Slam
○	Normal	Tickle
○	Dark	Fake Tears

RANK	TYPE	MOVE NAME
○	Water	Water Gun
○	Water	Water Sport
○	Fairy	Charm
○	Normal	Helping Hand
○	Flying	Bounce
○	Normal	Sing

#299 Nosepass

TYPE: Rock

STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○



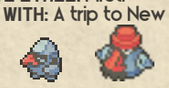
HEIGHT: 1m / 3'03"
WEIGHT: 97kg / 213 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Magnet Pull & Sturdy

Nosepass Pokémon
Their magnetic noses always point to the north. They were thought to be immobile, but it was recently revealed that they actually move 3/8 of an inch every year. They get a little crazy when magnets are close.

EVOLUTIVE STAGE: First.
EVOLVES WITH: A trip to New Mauville.



RANK	TYPE	MOVE NAME
○	Normal	Tackle
○	Normal	Block
○	Electric	Thunder Wave
○	Psychic	Rest
○	Rock	Rock Slide
○	Rock	Sandstorm
○	Ground	Earth Power
○	Normal	Lock-On
○	Rock	Stealth Rock
○	Psychic	Magic Coat

RANK	TYPE	MOVE NAME
○	Normal	Harden
○	Rock	Rock Throw
○	Rock	Rock Blast
○	Electric	Spark
○	Rock	Power Gem
○	Electric	Discharge
○	Rock	Stone Edge
○	Electric	Zap Cannon
○	Normal	Self Destruct

#300 Skitty

TYPE: Normal

STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○
INSIGHT ●●○



HEIGHT: 0.6m / 2'00"
WEIGHT: 11kg / 24 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Cute Charm & Normalize

Kitten Pokémon
They are fascinated by moving objects, even chasing their own tail without hesitation. They are cute by nature, and popular pets, but it's hard to earn their trust in the wild. They are quite affectionate.

EVOLUTIVE STAGE: First.
EVOLVES WITH: Moon Stone.



RANK	TYPE	MOVE NAME
○	Normal	Fake Out
○	Normal	Tackle
○	Normal	Foresight
○	Normal	Sing
○	Normal	Double Slap
○	Normal	Assist
○	Dark	Feint Attack
○	Normal	Covet
○	Normal	Double-Edge
○	Fairy	Play Rough
○	Normal	Tickle

RANK	TYPE	MOVE NAME
○	Normal	Growl
○	Normal	Tail Whip
○	Normal	Attract
○	Fairy	Disarming Voice
○	Normal	Copycat
○	Fairy	Charm
○	Fight	Wake-Up Slap
○	Normal	Heal Bell
○	Normal	Captivate
○	Normal	Wish
○	Dark	Fake Tears

#301 Delcatty

TYPE: Normal

STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○



HEIGHT: 1.1m / 3'07"
WEIGHT: 32kg / 72 lbs

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Cute Charm & Normalize

Prim Pokémon
They like to live without restrictions, spending their time eating and sleeping whenever they feel like it. Popular among females. Delcatties love clean places, good food and to groom themselves.

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME
○	Normal	Fake Out
○	Normal	Double Slap
○	Normal	Baton Pass
○	Psychic	Cosmic Power

RANK	TYPE	MOVE NAME
○	Normal	Attract
○	Normal	Sing
○	Normal	Wish

#302 Sableye

TYPE: Dark / Ghost

RANK	TYPE	MOVE NAME
1	Normal	Leer
1	Normal	Scratch
1	Normal	Foresight
1	Ghost	Astonish
1	Normal	Fake Out
1	Ghost	Shadow Sneak
1	Dark	Feint Attack
1	Dark	Punishment
1	Ghost	Confuse Ray
1	Ghost	Shadow Ball
1	Normal	Mean Look
1	Normal	Mean Look
1	Psychic	Zen Headbutt
1	Ghost	Night Shade
1	Normal	Fury Swipes
1	Fight	Detect
1	Dark	Knock Off
1	Rock	Power Gem
1	Dark	Foul Play
1	Dark	Nasty Plot
1	Fairy	Moonlight



HEIGHT: 0.5m / 1'08"
WEIGHT: 11kg / 24 lbs

Darkness Pokémon
Feared for stealing the souls of men with their sinister eyes glowing in the dark. They lurk deep inside caves, eating rocks, gemstones and crystals. Luckily, Sableyes are rarely seen. They love jewels and treasure.

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES:
Keen Eye & Stall

EVOLUTIVE STAGE: Final.


#302

Mega-Sableye

TYPE: Dark / Ghost

RANK	TYPE	MOVE NAME
1	Normal	Leer
1	Normal	Scratch
1	Normal	Foresight
1	Ghost	Astonish
1	Normal	Fake Out
1	Ghost	Shadow Sneak
1	Dark	Feint Attack
1	Dark	Punishment
1	Ghost	Confuse Ray
1	Ghost	Shadow Ball
1	Normal	Mean Look
1	Normal	Mean Look
1	Psychic	Zen Headbutt
1	Ghost	Night Shade
1	Normal	Fury Swipes
1	Fight	Detect
1	Dark	Knock Off
1	Rock	Power Gem
1	Dark	Foul Play
1	Dark	Nasty Plot
1	Fairy	Moonlight



HEIGHT: 0.5m / 1'08"
WEIGHT: 161kg / 354 lbs

Darkness Pokémon
The power of the Mega Stone made the jewel on its chest grow, it now uses it as a shield to repell any attack, but its movement is limited due to how heavy it is. Its greed for the jewel can make it aggressive.

STRENGTH ●●○○○
DEXTERITY ●○
VITALITY ●●●○○○
SPECIAL ●●●○○
INSIGHT ●●●○○○

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES:
Magic Bounce

EVOLUTIVE STAGE: First.


#302

#303 Mawile

TYPE: Steel / Fairy



HEIGHT: 0.6m / 2'00"
WEIGHT: 11kg / 25 lbs

Deceiver Pokémon
They appear to be cute and docile, luring their prey and lowering their guards, then, Mawile chomps the prey with huge steel jaws. They are very rare, though. Only a few have been seen in Hoenn's Victory Road.

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES:
Hyper Cutter & Intimidate

EVOLUTIVE STAGE: Final.


#303

RANK	TYPE	MOVE NAME
1	Ghost	Astonish
1	Normal	Growl
1	Dark	Taunt
1	Dark	Bite
1	Normal	Vice Grip
1	Normal	Baton Pass
1	Steel	Iron Defense
1	Dark	Sucker Punch
1	Normal	Swallow
1	Fairy	Play Rough
1	Poison	Poison Fang
1	Dark	Snatch
1	Fairy	Fairy Wind
1	Dark	Fake Tears
1	Normal	Sweet Scent
1	Dark	Feint Attack
1	Dark	Crunch
1	Normal	Stockpile
1	Normal	Spit Up
1	Steel	Iron Head
1	Fire	Fire Fang
1	Normal	Super Fang

Mega-Mawile

TYPE: Steel / Fairy



HEIGHT: 1.9m / 6'03"
WEIGHT: 23kg / 51 lbs

Deceiver Pokémon
The power of the Mega Stone makes its back jaws develop a mind of their own, they are vicious and won't release anything they bite until it's crushed into pieces. They growl and howl in a haunting way.

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●●○○○

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES:
Huge Power

EVOLUTIVE STAGE: Mega Evolution.


#303

RANK	TYPE	MOVE NAME
1	Ghost	Astonish
1	Normal	Growl
1	Dark	Taunt
1	Dark	Bite
1	Normal	Vice Grip
1	Normal	Baton Pass
1	Steel	Iron Defense
1	Dark	Sucker Punch
1	Normal	Swallow
1	Fairy	Play Rough
1	Poison	Poison Fang
1	Dark	Snatch
1	Fairy	Fairy Wind
1	Dark	Fake Tears
1	Normal	Sweet Scent
1	Dark	Feint Attack
1	Dark	Crunch
1	Normal	Stockpile
1	Normal	Spit Up
1	Steel	Iron Head
1	Fire	Fire Fang
1	Normal	Super Fang

#304 Aron

TYPE: Steel / Rock

RANK	TYPE	MOVE NAME
1	Normal	Harden
5	Ground	Mud Slap
9	Steel	Metal Claw
13	Steel	Iron Defense
17	Normal	Headbutt
21	Rock	Rock Slide
25	Steel	Metal Sound
29	Steel	Autotomize
33	Normal	Double-Edge
37	Normal	Screech
41	Rock	Rollout

RANK	TYPE	MOVE NAME
1	Normal	Tackle
3	Normal	Take Down
7	Rock	Rock Tomb
11	Normal	Roar
15	Steel	Iron Head
19	Normal	Protect
23	Steel	Iron Tail
27	Steel	Heavy Slam
31	Steel	Metal Burst
35	Normal	Endeavor



HEIGHT: 0.4m / 1'04"
WEIGHT: 60kg / 132 lbs

Iron Armor Pokémon
They can be seen feeding on iron ore in the mountains or causing trouble by eating rails, bridges and vehicles. When they evolve, Arons shed their steel armors and develop a stronger one.

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●○○
INSIGHT ●○○

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Rock Head & Sturdy

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.

#304 #305 #306

#305 Lairon

TYPE: Steel / Rock



HEIGHT: 0.9m / 2'11"
WEIGHT: 120kg /264 lbs

Iron Armor Pokémon
Their armors gets stronger by eating iron ores and drinking mineral spring water, usually nesting close to ponds. Lairons often attack human miners. They are territorial creatures, incredibly stubborn and resilient.

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Rock Head & Sturdy

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Slow.

#304 #305 #306

RANK	TYPE	MOVE NAME
1	Normal	Harden
5	Ground	Mud Slap
9	Steel	Metal Claw
13	Steel	Iron Defense
17	Normal	Headbutt
21	Steel	Iron Head
25	Normal	Protect
29	Steel	Autotomize
33	Steel	Heavy Slam
37	Steel	Metal Burst
41	Normal	Endeavor

RANK	TYPE	MOVE NAME
1	Normal	Tackle
3	Normal	Take Down
7	Rock	Rock Tomb
11	Normal	Roar
15	Rock	Rock Slide
19	Steel	Metal Sound
23	Steel	Iron Tail
27	Normal	Double-Edge
31	Rock	Rollout
35	Normal	Screech

#306 Aggron

TYPE: Steel / Rock

RANK	TYPE	MOVE NAME
1	Normal	Harden
5	Ground	Mud Slap
9	Steel	Metal Claw
13	Steel	Iron Defense
17	Normal	Headbutt
21	Steel	Iron Head
25	Steel	Metal Sound
29	Steel	Autotomize
33	Normal	Double-Edge
37	Rock	Head Smash
41	Fight	Superpower

RANK	TYPE	MOVE NAME
1	Normal	Tackle
3	Normal	Take Down
7	Rock	Rock Tomb
11	Normal	Roar
15	Rock	Rock Slide
19	Normal	Protect
23	Steel	Iron Tail
27	Steel	Heavy Slam
31	Steel	Metal Burst
35	Dragon	Dragon Rush



HEIGHT: 2.1m / 7'00"
WEIGHT: 360kg /793 lbs

Iron Armor Pokémon
Aggron claims ownership of entire mountains, mercilessly beating up anything that crosses their path. Aggrons are violent and patrol their territory at all times, but also plant trees, stop fires and protect nature.

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●●●○○○○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 5
SUGGESTED RANK: Pro

ABILITIES: Rock Head & Sturdy

EVOLUTIVE STAGE: Final

#304 #305 #306

Mega-Aggron

TYPE: Steel

RANK	TYPE	MOVE NAME
1	Normal	Harden
5	Ground	Mud Slap
9	Steel	Metal Claw
13	Steel	Iron Defense
17	Normal	Headbutt
21	Steel	Iron Head
25	Steel	Metal Sound
29	Steel	Autotomize
33	Normal	Double-Edge
37	Rock	Head Smash
41	Fight	Superpower

RANK	TYPE	MOVE NAME
1	Normal	Tackle
3	Normal	Take Down
7	Rock	Rock Tomb
11	Normal	Roar
15	Rock	Rock Slide
19	Normal	Protect
23	Steel	Iron Tail
27	Steel	Heavy Slam
31	Steel	Metal Burst
35	Dragon	Dragon Rush



HEIGHT: 2.2m / 7'03"
WEIGHT: 395kg / 870 lbs

Iron Armor Pokémon
The power of the Mega Stone makes their already-small caring nature disappear. They become relentless and more machine-like, trampling their way around as nothing can penetrate their armor.

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●●●●○○○○○
SPECIAL ●●○○
INSIGHT ●●○○○

BASE HP: 6
SUGGESTED RANK: Master

ABILITIES: Filter

EVOLUTIVE STAGE: Mega Evolution.

#304 #305 #306

#307 Meditite

TYPE: Fight / Psychic



STRENGTH ●○○
DEXTERITY ●●○
VITALITY ●●○
SPECIAL ●○○
INSIGHT ●●○

HEIGHT: 0.6m / 2'00"
WEIGHT: 11kg / 24 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Pure Power

Meditate Pokémon
Deep in the mountains they train their mind to increase their spiritual power, however they lack focus and get distracted easily. As part of their training, Meditites barely eat.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#307 #308

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Bide	○	Fight	Detect
●	Psychic	Confusion	●	Psychic	Meditate
●	Normal	Endure	●	Normal	Hidden Power
●	Normal	Mind Reader	●	Normal	Feint
●	Psychic	Calm Mind	●	Fight	Force Palm
●	Fight	High Jump Kick	○	Normal	Psych Up
○	Normal	Acupressure	○	Psychic	Power Trick
○	Fight	Reversal	○	Normal	Recover
○	Fight	Counter	●	Normal	Foresight
●	Psychic	Guard Swap	●	Psychic	Power Swap

#308 Medicham

TYPE: Fight / Psychic



STRENGTH ●●○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○
INSIGHT ●●○○

HEIGHT: 1.3 m / 4'03"
WEIGHT: 31kg / 69 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Pure Power

Meditate Pokémon
They are thought to posses a sixth sense. Some of them can hide their presence by lowering their ki. Medichams fight with expert yoga moves, foretelling their foe's attacks and sensing their thoughts.

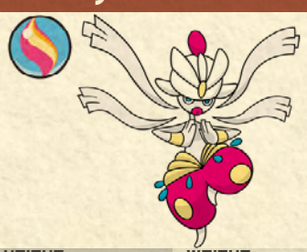
EVOLUTIVE STAGE: Final.


#307 #308

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Bide	○	Fight	Detect
●	Psychic	Confusion	●	Psychic	Meditate
●	Normal	Endure	●	Ice	Ice Punch
●	Electric	Thunder Punch	●	Psychic	Zen Headbutt
●	Fire	Fire Punch	●	Normal	Hidden Power
●	Normal	Mind Reader	●	Normal	Feint
●	Psychic	Calm Mind	●	Fight	Force Palm
●	Fight	High Jump Kick	○	Normal	Psych Up
○	Normal	Acupressure	○	Psychic	Power Trick
○	Fight	Reversal	○	Normal	Recover
○	Fight	Counter	●	Fight	Drain Punch
●	Psychic	Gravity	●	Normal	Baton Pass

Mega-Medicham

TYPE: Fight / Psychic



STRENGTH ●●●○○
DEXTERITY ●●●○○
VITALITY ●●●○○
SPECIAL ●●○○○
INSIGHT ●●●○○

HEIGHT: 1.3m / 4'03"
WEIGHT: 31kg / 69 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Pure Power

Meditate Pokémon
The power of the Mega Stone is tempered thanks to its meditation skills. This makes it increase all of its capabilities but not as much as other mega-evolutions, all in favor of keeping control of its senses.

EVOLUTIVE STAGE: Mega Evolution.


#307 #308

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Bide	○	Fight	Detect
●	Psychic	Confusion	●	Psychic	Meditate
●	Normal	Endure	●	Ice	Ice Punch
●	Electric	Thunder Punch	●	Psychic	Zen Headbutt
●	Fire	Fire Punch	●	Normal	Hidden Power
●	Normal	Mind Reader	●	Normal	Feint
●	Psychic	Calm Mind	●	Fight	Force Palm
●	Fight	High Jump Kick	○	Normal	Psych Up
○	Normal	Acupressure	○	Psychic	Power Trick
○	Fight	Reversal	○	Normal	Recover
○	Fight	Counter	●	Fight	Drain Punch
●	Psychic	Gravity	●	Normal	Baton Pass

#309 Electrike

TYPE: Electric



STRENGTH ●●○
DEXTERITY ●●○
VITALITY ●○○
SPECIAL ●●○
INSIGHT ●○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 15kg / 33 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Lightning Rod & Static

Lightning Pokémon
Their fur stores electricity, leaving a trail of sparks as they run. By stimulating their legs with voltage, Electrike's speed and power is greatly increased. They are not very common, though.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#309 #310

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Tackle	○	Normal	Leer
●	Electric	Thunder Wave	●	Normal	Howl
●	Normal	Quick Attack	●	Electric	Spark
●	Normal	Odor Sleuth	●	Dark	Bite
●	Electric	Thunder Fang	●	Normal	Roar
○	Electric	Discharge	○	Electric	Charge
○	Electric	Wild Charge	○	Electric	Thunder
●	Ice	Ice Fang	●	Electric	Eerie Impulse
●	Dark	Crunch			

#310 Manectric

TYPE: Electric



RANK	TYPE	MOVE NAME
1	Normal	Tackle
1	Normal	Howl
1	Electric	Electric Terrain
1	Normal	Quick Attack
1	Normal	Odor Sleuth
1	Electric	Thunder Fang
1	Electric	Discharge
1	Electric	Wild Charge
1	Ice	Ice Fang
1	Dark	Crunch

RANK	TYPE	MOVE NAME
1	Normal	Leer
1	Electric	Thunder Wave
1	Fire	Fire Fang
1	Electric	Spark
1	Dark	Bite
1	Normal	Roar
1	Electric	Charge
1	Electric	Thunder
1	Electric	Magnet Rise

STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 40kg / 88 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Lightning Rod & Static

EVOLUTIVE STAGE: Final.

#309 #310

Discharge Pokémon
Their manes are constantly releasing dangerous sparks that often end up in forest fires. When they get in battle, thunderclouds show up with them. They are extremely rare to see in the wild.

Mega-Manetric

TYPE: Electric



RANK	TYPE	MOVE NAME
1	Normal	Tackle
1	Normal	Howl
1	Electric	Electric Terrain
1	Normal	Quick Attack
1	Normal	Odor Sleuth
1	Electric	Thunder Fang
1	Electric	Discharge
1	Electric	Wild Charge
1	Ice	Ice Fang
1	Dark	Crunch

RANK	TYPE	MOVE NAME
1	Normal	Leer
1	Electric	Thunder Wave
1	Fire	Fire Fang
1	Electric	Spark
1	Dark	Bite
1	Normal	Roar
1	Electric	Charge
1	Electric	Thunder
1	Electric	Magnet Rise

STRENGTH ●●○○○
DEXTERITY ●●●○○○○
VITALITY ●●○○○
SPECIAL ●●●○○○○
INSIGHT ●●○○○

HEIGHT: 1.8m / 6'00"
WEIGHT: 44kg / 97 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Intimidate

EVOLUTIVE STAGE: Mega Evolution.

#309 #310

Discharge Pokémon
The power of the Mega Stone gives it an insurmountable amount of electricity that gives it an explosive velocity, but it is too much for it to bear. Its mane grows uncomfortably large, making it moody.

#311 Plusle

TYPE: Electric



STRENGTH ●●○○
DEXTERITY ●●●○○○
VITALITY ●○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 4kg / 9 lbs

BASE HP: 4
SUGGESTED RANK: Starter

ABILITIES: Plus

EVOLUTIVE STAGE: Final.

#311

RANK	TYPE	MOVE NAME
1	Normal	Entrainment
1	Dark	Nasty Plot
1	Fairy	Charm
1	Normal	Quick Attack
1	Electric	Spark
1	Normal	Copycat
1	Normal	Swift
1	Electric	Charge
1	Normal	Baton Pass
1	Normal	Last Resort
1	Normal	Wish

RANK	TYPE	MOVE NAME
1	Normal	Growl
1	Electric	Nuzzle
1	Electric	Thunder Wave
1	Normal	Helping Hand
1	Normal	Encore
1	Electric	Electro Ball
1	Dark	Fake Tears
1	Electric	Thunder
1	Psychic	Agility
1	Fairy	Sweet Kiss
1	Normal	Mimic

Cheering Pokémon
They are often seen cheerleading their friends. When someone they like does a great job, they shower the field with sparks, but when they lose, Plusle cries loudly. This Pokémon drains power from telephone poles.

#312 Minun

TYPE: Electric



RANK	TYPE	MOVE NAME
1	Normal	Entrainment
1	Dark	Nasty Plot
1	Fairy	Charm
1	Normal	Quick Attack
1	Electric	Spark
1	Normal	Copycat
1	Normal	Swift
1	Electric	Charge
1	Normal	Baton Pass
1	Normal	Trump Card
1	Normal	Wish

RANK	TYPE	MOVE NAME
1	Normal	Growl
1	Electric	Nuzzle
1	Electric	Thunder Wave
1	Normal	Helping Hand
1	Normal	Encore
1	Electric	Electro Ball
1	Dark	Fake Tears
1	Electric	Thunder
1	Psychic	Agility
1	Normal	Mimic
1	Fairy	Sweet Kiss

STRENGTH ●○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.4 m / 1'04"
WEIGHT: 4kg / 9 lbs

BASE HP: 4
SUGGESTED RANK: Starter

ABILITIES: Minus

EVOLUTIVE STAGE: Final.

#312

Cheering Pokémon
They will cheer their friends with their lives and will keep on cheering to their last breath. If a partner is in trouble, this Pokémon will create a curtain of sparks on its friend's side to boost its spirit.

#313 Volbeat

TYPE: Bug



STRENGTH	●●○○○
DEXTERITY	●●○○○
VITALITY	●●○○○
SPECIAL	●●○○
INSIGHT	●●○○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 17kg / 39 lbs

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Illuminate & Swarm

Firelfy Pokémon
The male of its species.
Their tail shines bright during the night, drawing geometric shapes in the sky. Volbeats live in swarms around clean ponds. They are attracted to Illumise's sweet aroma.

EVOLUTIVE STAGE: Final.


#313

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Flash		Normal	Tackle
	Normal	Double Team		Ghost	Confuse Ray
	Fairy	Moonlight		Bug	Struggle Bug
	Normal	Quick Attack		Bug	Tail Glow
	Bug	Signal Beam		Normal	Protect
	Normal	Helping Hand		Psychic	Zen Headbutt
	Bug	Bug Buzz		Fairy	Play Rough
	Normal	Double-Edge		Bug	Infestation
	Normal	Dizzy Punch		Flying	Tailwind
	Bug	Silver Wind			

#314 Illumise

TYPE: Bug



STRENGTH	●●○○
DEXTERITY	●●○○○
VITALITY	●●○○○
SPECIAL	●●○○○
INSIGHT	●●○○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 17kg / 39 lbs

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Oblivious & Tinted Lens

Firefly Pokémon
They attract swarms of Volbeat with their sweet fragrance and organize the swarm into drawing geometric shapes made of light. Illumises gain rank in their group if they make an amazing performance.

EVOLUTIVE STAGE: Final.


#314

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Play Nice		Normal	Tackle
	Normal	Sweet Scent		Fairy	Charm
	Fairy	Moonlight		Normal	Quick Attack
	Bug	Struggle Bug		Normal	Wish
	Normal	Encore		Dark	Flatter
	Normal	Helping Hand		Psychic	Zen Headbutt
	Bug	Bug Buzz		Fairy	Play Rough
	Normal	Covet		Bug	Infestation
	Bug	Silver Wind		Flying	Tailwind
	Normal	Captivate			

#315 Roselia

TYPE: Grass / Poison



STRENGTH	●●○○
DEXTERITY	●●○○
VITALITY	●●○○
SPECIAL	●●●○○○
INSIGHT	●●○○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 2kg / 4 lbs

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Natural Cure & Poison Point

Thorn Pokémon
They live among rose bushes, shooting sharp poisonous thorns to anyone who tries to steal one of their flowers. Their aroma brings serenity. They need clean water to grow beautiful.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Shiny Stone.


#406

#315

#407

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Grass	Absorb		Normal	Growth
	Poison	Poison Sting		Grass	Stun Spore
	Grass	Mega Drain		Grass	Leech Seed
	Grass	Magical Leaf		Grass	Grass Whistle
	Grass	Giga Drain		Poison	Toxic Spikes
	Normal	Sweet Scent		Grass	Ingrain
	Grass	Petal Dance		Poison	Toxic
	Grass	Aromatherapy		Grass	Synthesis
	Grass	Petal Blizzard		Grass	Worry Seed
	Ground	Spikes		Psychic	Extrasensory

#316 Gulpin

TYPE: Poison



STRENGTH	●○○
DEXTERITY	●○○
VITALITY	●●○○
SPECIAL	●○○
INSIGHT	●●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 10kg / 22 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Liquid Ooze & Sticky Hold

Stomach Pokémon
Gulpin's body is a huge stomach capable of swallowing anything of their size. Their fluids can corrode metal. This Pokémon releases hideous and vile gases while it digests its food.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#316

#317

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Pound		Normal	Yawn
	Poison	Poison Gas		Poison	Sludge
	Psychic	Amnesia		Normal	Encore
	Poison	Toxic		Poison	Acid Spray
	Normal	Stockile		Normal	Spit Up
	Normal	Swallow		Poison	Belch
	Poison	Sludge Bomb		Poison	Gastro Acid
	Normal	Wring Out		Poison	Gunk Shot
	Poison	Venom Drench		Grass	Seed Bomb
	Water	Water Pulse			

#317 Swalot



TYPE: Poison

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1.7m / 5'07"
WEIGHT: 80kg / 176 lbs

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Liquid Ooze & Sticky Hold

EVOLUTIVE STAGE: Final.


#316

#317

Poison Bag Pokémon
Swalots spurt toxic fluids from their pores, and once the prey is weak, it gets swallowed whole since they have no teeth. They may eat anything up to the size of a car's tire. Do not get too close to them.

RANK	TYPE	MOVE NAME
○	Normal	Pound
○	Normal	Yawn
○	Normal	Encore
○	Poison	Toxic
○	Normal	Stockpile
○	Normal	Swallow
○	Poison	Sludge Bomb
○	Normal	Wring Out
○	Normal	Block
○	Normal	Self Destruct
○	Poison	Acid Armor

RANK	TYPE	MOVE NAME
○	Poison	Poison Gas
○	Poison	Sludge
○	Psychic	Amnesia
○	Normal	Body Slam
○	Poison	Acid Spray
○	Normal	Spit Up
○	Poison	Belch
○	Poison	Gastro Acid
○	Poison	Gunk Shot
○	Poison	Venom Drench

RANK	TYPE	MOVE NAME
○	Dark	Bite
○	Normal	Rage
○	Normal	Scary Face
○	Normal	Screech
○	Water	Aqua Jet
○	Normal	Take Down
○	Psychic	Agility
○	Normal	Super Fang
○	Flying	Bounce

RANK	TYPE	MOVE NAME
○	Normal	Leer
○	Normal	Focus Energy
○	Ice	Ice Fang
○	Normal	Swagger
○	Dark	Crunch
○	Poison	Poison Fang
○	Dark	Assurance
○	Water	Dive

#318 Carvanha



TYPE: Water / Dark

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○
SPECIAL ●●○○
INSIGHT ●●○

HEIGHT: 0.8m / 2'07"
WEIGHT: 20kg / 46 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Rough Skin

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#318

#319

Savage Pokémon
Anything near a Carvanha school will be swarmed, attacked and tore to bits. However, they are very timid when they are on their own. They live in rivers in the jungle and dislike salt water.

#319 Sharpedo



TYPE: Water / Dark

STRENGTH ●●●○○○
DEXTERITY ●●●○○
VITALITY ●○○
SPECIAL ●●●○○
INSIGHT ●○○

HEIGHT: 1.8m / 6'00"
WEIGHT: 177kg /391 lbs

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Rough Skin

EVOLUTIVE STAGE: Final.


#318

#319

Brutal Pokémon
Known as the "Bully of the Sea", widely feared for its cruelty, malice and gangster attitude. They hurt Pokémon for fun and sink boats for sport. Sharpedos are among the fastest swimmers.

RANK	TYPE	MOVE NAME
○	Dark	Bite
○	Normal	Focus Energy
○	Normal	Rage
○	Normal	Scary Face
○	Normal	Screech
○	Dark	Taunt
○	Normal	Slash
○	Poison	Poison Fang
○	Psychic	Agility
○	Water	Hydro Pump
○	Ghost	Spite

RANK	TYPE	MOVE NAME
○	Normal	Leer
○	Normal	Feint
○	Dark	Night Slash
○	Ice	Ice Fang
○	Normal	Swagger
○	Dark	Crunch
○	Water	Aqua Jet
○	Dark	Assurance
○	Normal	Skull Bash
○	Psychic	Psychic Fangs

Mega-Sharpedo



TYPE: Water / Dark

STRENGTH ●●●●○○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○

HEIGHT: 2.5m / 8'02"
WEIGHT: 227kg / 500 lbs

BASE HP: 5
SUGGESTED RANK: Pro

ABILITIES: Strong Jaw

EVOLUTIVE STAGE: Mega Evolution.


#318

#319

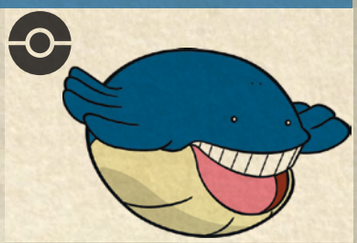
Brutal Pokémon
As soon as it feels the power of the Mega Stone surge through its body, its mind goes blank with fury and violence. Its sharp spikes and teeth regrow sharper if it loses them. The yellow marks on its body are scars.

RANK	TYPE	MOVE NAME
○	Dark	Bite
○	Normal	Focus Energy
○	Normal	Rage
○	Normal	Scary Face
○	Normal	Screech
○	Dark	Taunt
○	Normal	Slash
○	Poison	Poison Fang
○	Psychic	Agility
○	Water	Hydro Pump
○	Ghost	Spite

RANK	TYPE	MOVE NAME
○	Normal	Leer
○	Normal	Feint
○	Dark	Night Slash
○	Ice	Ice Fang
○	Normal	Swagger
○	Dark	Crunch
○	Water	Aqua Jet
○	Dark	Assurance
○	Normal	Skull Bash
○	Psychic	Psychic Fangs

#320 Wailmer

TYPE: Water



RANK	TYPE	MOVE NAME
	Normal	Splash
	Water	Water Gun
	Water	Whirlpool
	Water	Water Pulse
	Water	Dive
	Water	Water Spout
	Psychic	Rest
	Water	Hydro Pump
	Water	Soak
	Normal	Defense Curl

RANK	TYPE	MOVE NAME
	Normal	Growl
	Rock	Rollout
	Ghost	Astonish
	Ice	Mist
	Water	Brine
	Psychic	Amnesia
	Flying	Bounce
	Steel	Heavy Slam
	Poison	Clear Smog

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●●○○○
INSIGHT ●○○

HEIGHT: 2m / 6'07"
WEIGHT: 260kg /572 lbs

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Oblivious & Water Veil

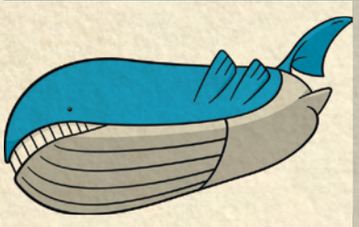
EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.

#320 #321

Ball Whale Pokémon
Wailmer has a playful nature. They can store water inside their body to inflate like a ball and bounce, then startle people by snorting the water from their nostrils. This Pokémon needs lots of food everyday.

#321 Wailord

TYPE: Water



RANK	TYPE	MOVE NAME
	Normal	Splash
	Water	Water Gun
	Normal	Noble Roar
	Ghost	Astonish
	Ice	Mist
	Water	Brine
	Psychic	Amnesia
	Flying	Bounce
	Steel	Heavy Slam
	Poison	Clear Smog

RANK	TYPE	MOVE NAME
	Normal	Growl
	Rock	Rollout
	Water	Whirlpool
	Water	Water Pulse
	Water	Dive
	Water	Water Spout
	Psychic	Rest
	Water	Hydro Pump
	Water	Soak
	Normal	Defense Curl

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 14.5m / 47'07"
WEIGHT: 1 ton/ 2205 lbs

BASE HP: 11
SUGGESTED RANK: Ace

ABILITIES: Oblivious & Water Veil

EVOLUTIVE STAGE: Final.

#320 #321

Float Whale Pokémon
The largest Pokemon known to date. Wailords weight is really light so they can dive amost 10,000 feet with one breath. They live in open ocean herding fish to swallow in one gulp. They are used to be free.

#322 Numel

TYPE: Fire Ground



RANK	TYPE	MOVE NAME
	Normal	Growl
	Fire	Ember
	Normal	Focus Energy
	Psychic	Amnesia
	Ground	Earth Power
	Normal	Take Down
	Ground	Earthquake
	Normal	Double-Edge
	Normal	Growth

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Ground	Magnitude
	Fire	Flame Burst
	Fire	Lava Plume
	Ghost	Curse
	Normal	Yawn
	Fire	Flamethrower
	Ground	Mud Bomb
	Normal	Endure

STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 24kg / 52 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Oblivious & Simple

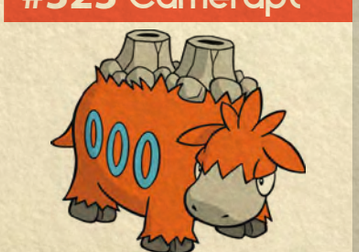
EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.

#322 #323

Numb Pokémon
An incredibly dim-witted Pokémon. They don't notice being hit. If they get hungry they faint. Numel's body is a cauldron of boiling magma. In rainy days, the magma cools and its speed is lowered.

#323 Camerupt

TYPE: Fire Ground



RANK	TYPE	MOVE NAME
	Normal	Growl
	Fire	Ember
	Normal	Focus Energy
	Psychic	Amnesia
	Ground	Earth Power
	Normal	Take Down
	Rock	Rock Slide
	Fire	Eruption
	Rock	Stealth Rock
	Fire	Heat Wave

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Ground	Magnitude
	Fire	Flame Burst
	Fire	Lava Plume
	Ghost	Curse
	Normal	Yawn
	Ground	Earthquake
	Ground	Fissure
	Normal	Self-Destruct

STRENGTH ●●●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●●●○○
INSIGHT ●●○○

HEIGHT: 1.9m / 6'03"
WEIGHT: 220kg /485 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Magma Armor & Solid Rock

EVOLUTIVE STAGE: Final.

#322 #323

Eruption Pokémon
Sometimes the humps on their back make an eruption when they get really angry, otherwise they'd only erupt every 10 years. Camerupts live inside the craters of volcanoes. They are indifferent to humans.

Mega-Camerupt

TYPE: Fire / Ground



STRENGTH ●●●○○○
DEXTERITY ●○
VITALITY ●●●○○○
SPECIAL ●●●●○○○○
INSIGHT ●●●○○○

HEIGHT: 2.5m / 8'02"
WEIGHT: 320kg / 706 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Sheer Force

EVOLUTIVE STAGE: Mega Evolution.



Eruption Pokémon
The power of the Mega Stone melts its two humps into a single one. The single hump is heavier making it slower, but its newly renewed attitude makes the hump erupt in heavy bursts of molten lava.

RANK	TYPE	MOVE NAME
○	Normal	Growl
●	Fire	Ember
●	Normal	Focus Energy
●	Psychic	Amnesia
●	Ground	Earth Power
●	Normal	Take Down
○	Rock	Rock Slide
○	Fire	Eruption
●	Rock	Stealth Rock
●	Fire	Heat Wave

RANK	TYPE	MOVE NAME
○	Normal	
●	Ground	Magnitude
●	Fire	Flame Burst
●	Fire	Lava Plume
●	Ghost	Curse
●	Normal	Yawn
○	Ground	Earthquake
○	Ground	Fissure
●	Normal	Self-Destruct

#324 Torkoal

TYPE: Fire



STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●●○○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 80kg / 177 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: White Smoke

EVOLUTIVE STAGE: Final.



Coal Pokémon
They constatly search for coal to add to their shell, digging mountains tirelessly because it is the source of their power. If they run out of coal, they grow weak. They are commonly found in abandoned coal mines.

RANK	TYPE	MOVE NAME
○	Fire	Ember
●	Water	Withdraw
●	Fire	Fire Spin
●	Fire	Flame Wheel
●	Fire	Flamethrower
●	Normal	Protect
●	Steel	Iron Defense
○	Normal	Flail
○	Fire	Inferno
●	Poison	Clear Smog
●	Ground	Fissure

RANK	TYPE	MOVE NAME
○	Poison	Smog
●	Ghost	Curse
●	Normal	Smokescreen
●	Normal	Rapid Spin
●	Normal	Body Slam
●	Fire	Lava Plume
●	Psychic	Amnesia
○	Fire	Heat Wave
○	Normal	Shell Smash
●	Fight	Superpower

#325 Spoink

TYPE: Psychic



STRENGTH ●○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 30kg / 67 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Thick Fat & Own Tempo

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



Bounce Pokémon
They are always bouncing with their tail. If they ever stop, their heart wouldn't beat anymore. Spoinks balance a pearl from Clamperl on their head, if it's lost, they won't be able to control their psychic powers.

RANK	TYPE	MOVE NAME
○	Normal	Splash
●	Normal	Odor Sleuth
●	Normal	Psych Up
●	Psychic	Magic Coat
●	Psychic	Rest
○	Psychic	Psyshock
○	Psychic	Psychic
●	Psychic	Role Play
●	Psychic	Extrasensory

RANK	TYPE	MOVE NAME
●	Psychic	Psywave
●	Psychic	Psybeam
●	Ghost	Confuse Ray
●	Psychic	Zen Headbutt
●	Rock	Power Gem
○	Dark	Payback
○	Flying	Bounce
●	Bug	Signal Beam

#326 Grumpig

TYPE: Psychic



STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●●○○○

HEIGHT: 0.9m / 3'00"
WEIGHT: 71kg / 157 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Thick Fat & Own Tempo

EVOLUTIVE STAGE: Final.



Manipulate Pokémon
Grumpigs control their foes with their psychic powers amplified by the pearls on their head and a hypnotic dance. However, when they use their powers, they have a difficult time breathing.

RANK	TYPE	MOVE NAME
○	Normal	Splash
●	Psychic	Psywave
●	Psychic	Psybeam
●	Ghost	Confuse Ray
●	Psychic	Zen Headbutt
●	Normal	Snore
●	Rock	Power Gem
○	Dark	Payback
○	Flying	Bounce
●	Psychic	Future Sight

RANK	TYPE	MOVE NAME
●	Poison	Belch
●	Normal	Odor Sleuth
●	Normal	Psych Up
●	Psychic	Magic Coat
●	Psychic	Rest
●	Normal	Teeter Dance
○	Psychic	Psyshock
○	Psychic	Psychic
●	Fight	Drain Punch
●	Psychic	Trick

#327 Spinda

TYPE: Normal



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1.1m / 3'07"
WEIGHT: 12kg / 26 lbs

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Own Tempo & Tangled Feet

EVOLUTIVE STAGE: Final.


#327

Spot Panda Pokémon
Spindas move while stumbling in dizziness. This teeter dance causes a severe confusion on whoever is looking. They are shy towards humans but sometimes they appear in towns looking really disoriented.

RANK	TYPE	MOVE NAME
○	Normal	Tackle
○	Normal	Copycat
○	Psychic	Psybeam
○	Normal	Dizzy Punch
○	Normal	Teeter Dance
○	Normal	Double-Edge
○	Normal	Thrash
○	Normal	Fake Out
○	Normal	Uproar
○	Dark	Feint Attack
○	Psychic	Hypnosis
○	Dark	Sucker Punch
○	Normal	Psych Up
○	Normal	Flail
○	Normal	Encore
○	Normal	Helping Hand

RANK	TYPE	MOVE NAME
○	Dark	Bite
○	Dark	Feint Attack
○	Ground	Mud Slap
○	Ground	Bulldoze
○	Ground	Dig
○	Ground	Earth Power
○	Normal	Hyper Beam
○	Normal	Feint
○	Ground	Fissure
○	Normal	Headbutt
○	Ground	Sand Attack
○	Ground	Sand Tomb
○	Normal	Bide
○	Rock	Rock Slide
○	Dark	Crunch
○	Rock	Sandstorm
○	Ground	Earthquake
○	Fight	Superpower
○	Bug	Bug Bite
○	Grass	Giga Drain

#328 Trapinch

TYPE: Ground



STRENGTH ●●●○○
DEXTERITY ●○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 15kg / 33 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Hyper Cutter & Arena Trap

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#328 #329 #330

Ant Pit Pokémon
Their nest is like a bowl pit dug in sand. Trapinches wait for prey to tumble down their pit, later to be crushed between this Pokemon's jaws. Beware of them as their bite can cause serious damage.

#329 Vibrava

TYPE: Ground Dragon



STRENGTH ●●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.1m / 3'07"
WEIGHT: 15kg / 33 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Levitate

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.


#328 #329 #330

Vibration Pokémon
This Pokémon's vibrations can cause severe headaches or even fainting. If their prey faints, they proceed to melt them with acid. Vibrava's wings are still growing, making it a clumsy flier with low endurance.

RANK	TYPE	MOVE NAME
○	Normal	Sonic Boom
○	Dark	Feint Attack
○	Ground	Mud Slap
○	Ground	Bulldoze
○	Normal	Supersonic
○	Normal	Screech
○	Ground	Earth Power
○	Ground	Earthquake
○	Normal	Boomburst
○	Poison	Toxic
○	Ground	Sand Attack
○	Ground	Sand Tomb
○	Normal	Bide
○	Rock	Rock Slide
○	Bug	Bug Buzz
○	Dragon	Dragon Breath
○	Rock	Sandstorm
○	Normal	Hyper Beam
○	Dragon	Dragon Pulse
○	Flying	Tailwind

RANK	TYPE	MOVE NAME
○	Normal	Sonic Boom
○	Ground	Sand Attack
○	Ground	Sand Tomb
○	Normal	Bide
○	Rock	Rock Slide
○	Normal	Screech
○	Ground	Earth Power
○	Rock	Sandstorm
○	Dragon	Dragon Dance
○	Dragon	Dragon Claw
○	Dragon	Outrage
○	Dragon	Draco Meteor
○	Dark	Feint Attack
○	Ground	Mud Slap
○	Ground	Bulldoze
○	Normal	Supersonic
○	Dragon	Dragon Breath
○	Dragon	Dragon Tail
○	Normal	Uproar
○	Normal	Hyper Beam
○	Ground	Earthquake
○	Dragon	Dragon Rush
○	Fire	Heat Wave

#330 Flygon

TYPE: Ground Dragon



STRENGTH ●●●○○
DEXTERITY ●●●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 2m / 6'07"
WEIGHT: 82kg / 180 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Levitate

EVOLUTIVE STAGE: Final.


#328 #329 #330

Mystic Pokémon
Known as the "Elemental Spirit of the Desert". Their wings create a cloud of dust that surrounds this Pokémon while flying, while their flapping produces a sound that resembles a woman singing.

#331 Cacnea

TYPE: Grass



STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●○○
SPECIAL ●●○○○
INSIGHT ●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 51kg / 113 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Sand Veil

Cactus Pokémon
They release a strong and sweet aroma to attract prey, if they get closer, Cacneas shoot sharp thorns to bring them down. They resemble cactuses and hide among them.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#331 #332

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Poison	Poison Sting		Normal	Leer
	Grass	Absorb		Normal	Growth
	Grass	Leech Seed		Ground	Sand Attack
	Bug	Pin Missile		Grass	Ingrain
	Dark	Feint Attack		Ground	Spikes
	Grass	Energy Ball		Dark	Payback
	Dark	Sucker Punch		Grass	Needle Arm
	Grass	Cotton Spore		Rock	Sandstorm
	Ghost	Destiny Bond		Poison	Acid
	Dark	Switcheroo		Fight	Drain Punch

#332 Cacturne

TYPE: Grass / Dark



STRENGTH ●●●○○
DEXTERITY ●●○
VITALITY ●●○
SPECIAL ●●●○○
INSIGHT ●●○

HEIGHT: 1.3 m / 4'03"
WEIGHT: 77kg / 170 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Sand Veil

Scarecrow Pokémon
They only move during the night. If they spot a traveler, Cacturnes will stalk them in groups, waiting for the exhausted creatures to sleep before attacking. Their insides are actually sand.

EVOLUTIVE STAGE: Final.


#331 #332

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Poison	Poison Sting		Normal	Leer
	Grass	Absorb		Normal	Growth
	Dark	Payback		Grass	Spiky Shield
	Grass	Leech Seed		Ground	Sand Attack
	Bug	Pin Missile		Grass	Ingrain
	Dark	Feint Attack		Ground	Spikes
	Grass	Energy Ball		Fight	Revenge
	Dark	Sucker Punch		Grass	Needle Arm
	Grass	Cotton Spore		Rock	Sandstorm
	Ghost	Destiny Bond		Fight	Drain Punch
	Ghost	Spite		Grass	Seed Bomb

#333 Swablu

TYPE: Normal / Flying



STRENGTH ●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●○○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 1kg / 2 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Natural Cure

Cotton Bird Pokémon
Their wings are made of cotton clouds. They are friendly creatures that love to be near humans, usually sitting on their heads as cotton hats. They travel in flocks and live near towns during the Spring.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.


#333 #334

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Flying	Peck		Normal	Growl
	Ghost	Astonish		Normal	Sing
	Normal	Fury Attack		Normal	Safeguard
	Fairy	Disarming Voice		Ice	Mist
	Normal	Round		Normal	Natural Gift
	Normal	Take Down		Normal	Refresh
	Flying	Mirror Move		Grass	Cotton Guard
	Dragon	Dragon Pulse		Normal	Perish Song
	Fairy	Moonblast		Flying	Roost
	Flying	Feather Dance		Psychic	Agility

#334 Altaria

TYPE: Dragon / Flying



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○

HEIGHT: 1.1m / 3'07"
WEIGHT: 20kg / 45 lbs

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Natural Cure

Humming Pokémon
Seen as dancing clouds in the sky, Altarias sing melodies in their sweet voices, evoking wonder, beauty and dreams to the listeners. They live far away from people and throw colorful fireballs at uninvited guests.

EVOLUTIVE STAGE: Final.


#333 #334

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Growl		Flying	Peck
	Flying	Pluck		Ghost	Astonish
	Normal	Sing		Normal	Fury Attack
	Normal	Safeguard		Fairy	Disarming Voice
	Ice	Mist		Normal	Round
	Normal	Natural Gift		Normal	Take Down
	Normal	Refesh		Dragon	Dragon Dance
	Dragon	Dragon Breath		Grass	Cotton Guard
	Dragon	Dragon Pulse		Normal	Perish Song
	Fairy	Moonblast		Flying	Sky Attack
	Psychic	Power Swap		Dragon	Draco Meteor
	Dragon	Dragon Rush			

Mega-Altaria

TYPE: Dragon / Fairy

RANK	TYPE	MOVE NAME
Normal	Normal	Growl
Flying	Flying	Pluck
Normal	Normal	Sing
Normal	Normal	Safeguard
Ice	Ice	Mist
Normal	Normal	Natural Gift
Normal	Normal	Refesh
Dragon	Dragon	Dragon Breath
Dragon	Dragon	Dragon Pulse
Fairy	Fairy	Moonblast
Psychic	Psychic	Power Swap
Dragon	Dragon	Dragon Rush
Flying	Flying	Peck
Ghost	Ghost	Astonish
Normal	Normal	Fury Attack
Fairy	Fairy	Disarming Voice
Normal	Normal	Round
Normal	Normal	Take Down
Dragon	Dragon	Dragon Dance
Grass	Grass	Cotton Guard
Normal	Normal	Perish Song
Flying	Flying	Sky Attack
Dragon	Dragon	Draco Meteor



STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 20kg / 45 lbs

BASE HP: 5
SUGGESTED RANK: Pro

ABILITIES: Pixilate

Humming Pokémon
The power of the Mega Stone awakens a part of it full of wonder. Mega-Alatarias can be benevolent or ruthless depending on who they are dealing with. Its lush cloud-wings turn dark whenever it gets angry.

EVOLUTIVE STAGE: Mega Evolution.


#333

#334

#335 Zangoose

TYPE: Normal



RANK	TYPE	MOVE NAME
Normal	Normal	Scratch
Normal	Normal	Quick Attack
Dark	Dark	Pursuit
Dark	Dark	Hone Claws
Normal	Normal	Crush Claw
Normal	Normal	False Swipe
Bug	Bug	X-Scissor
Normal	Normal	Swords Dance
Dark	Dark	Night Slash
Steel	Steel	Metal Claw
Normal	Normal	Leer
Bug	Bug	Fury Cutter
Normal	Normal	Slash
Dark	Dark	Embargo
Fight	Fight	Revenge
Fight	Fight	Detect
Dark	Dark	Taunt
Fight	Fight	Close Combat
Normal	Normal	Fury Swipes

STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.3m / 4'03"
WEIGHT: 40kg / 88 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Immunity

Cat Ferret Pokémon
The sole desire to battle Sevipers is embedded in their genes, they have been rivals since forever. Zangoose is a very agile quadrupede, standing up on two legs only when ready to fight.

EVOLUTIVE STAGE: Final.


#335

#336 Seviper

TYPE: Poison



RANK	TYPE	MOVE NAME
Normal	Normal	Wrap
Dark	Dark	Bite
Normal	Normal	Feint
Normal	Normal	Screech
Normal	Normal	Glare
Poison	Poison	Venom Drench
Poison	Poison	Gastro Acid
Ice	Ice	Haze
Dark	Dark	Crunch
Poison	Poison	Coil
Water	Water	Aqua Tail
Steel	Steel	Iron Tail
Normal	Normal	Swagger
Ghost	Ghost	Lick
Poison	Poison	Poison Tail
Poison	Poison	Venoshock
Poison	Poison	Poison Fang
Dark	Dark	Night Slash
Poison	Poison	Belch
Poison	Poison	Poison Jab
Normal	Normal	Swords Dance
Normal	Normal	Wing Out
Grass	Grass	Giga Drain

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○

HEIGHT: 2.7m / 8'10"
WEIGHT: 52kg / 115 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Shed Skin

Fang Snake Pokémon
Their hate for the Zangoose has been boiling for so long it's now a basic instinct. They battle using their sword-edged poisonous tail, hiding in tall grass until an unwary prey gets close enough.

EVOLUTIVE STAGE: Final.


#336

#337 Lunatone

TYPE: Rock / Psychic



RANK	TYPE	MOVE NAME
Normal	Normal	Harden
Fairy	Fairy	Moonblast
Psychic	Psychic	Hypnosis
Rock	Rock	Power Gem
Psychic	Psychic	Psyshock
Psychic	Psychic	Psywave
Rock	Rock	Rock Slide
Psychic	Psychic	Psychic
Normal	Normal	Explosion
Psychic	Psychic	Magic Room
Psychic	Psychic	Magic Coat
Normal	Normal	Tackle
Psychic	Psychic	Confusion
Rock	Rock	Rock Throw
Rock	Rock	Rock Polish
Dark	Dark	Embargo
Psychic	Psychic	Cosmic Power
Psychic	Psychic	Heal Block
Rock	Rock	Stone Edge
Psychic	Psychic	Future Sight
Psychic	Psychic	Trick Room
Psychic	Psychic	Skill Swap

STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 1m / 3'03"
WEIGHT: 168kg /370 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Levitate

Meteorite Pokémon
First found where a meteorite fell. For this reason it's believed it came from space. Its eyes fill people with dread and lure them to sleep. They become very active and extremely powerful during full moons.

EVOLUTIVE STAGE: Final.


#337

#338 Solrock

TYPE: Rock / Psychic



RANK	TYPE	MOVE NAME
1	Normal	Tackle
1	Grass	Solar Beam
1	Psychic	Confusion
1	Rock	Rock Polish
1	Dark	Embargo
1	Psychic	Cosmic Power
1	Psychic	Heal Block
1	Fire	Flare Blitz
1	Psychic	Wonder Room
1	Fire	Sunny Day

RANK	TYPE	MOVE NAME
1	Normal	Harden
1	Fire	Fire Spin
1	Rock	Rock Throw
1	Psychic	Psywave
1	Rock	Rock Slide
1	Psychic	Psychic
1	Rock	Stone Edge
1	Normal	Explosion
1	Psychic	Magic Coat
1	Psychic	Skill Swap

STRENGTH ●●●○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.2m / 4'00"
WEIGHT: 154kg /339 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Levitate

EVOLUTIVE STAGE: Final.

#338

Meteorite Pokémon
People say it came from space. They release the purest light when they get angry. Usually found absorbing solar light during the day, Solrocks can emit blinding lights and burning heat while spinning.

#339 Barboach

TYPE: Water / Ground



RANK	TYPE	MOVE NAME
1	Ground	Mud Slap
1	Water	Water Sport
1	Ground	Mud Bomb
1	Water	Water Pulse
1	Psychic	Rest
1	Water	Aqua Tail
1	Water	Muddy Water
1	Ground	Fissure
1	Normal	Flail

RANK	TYPE	MOVE NAME
1	Ground	Mud Sport
1	Water	Water Gun
1	Psychic	Amnesia
1	Ground	Magnitude
1	Normal	Snore
1	Ground	Earthquake
1	Psychic	Future Sight
1	Water	Dive
1	Ground	Mud Shot

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 2kg / 5 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Oblivious & Anticipation

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.

#339 #340

Whiskers Pokémon
Their whiskers work as a super sensitive radar. They hide in the mud with only their whiskers exposed, waiting for prey to come. If the mud dries, they move back into the water.

#340 Wishcash

TYPE: Water / Ground



RANK	TYPE	MOVE NAME
1	Ground	Mud Slap
1	Ground	Mud Sport
1	Water	Water Gun
1	Ground	Mud Bomb
1	Water	Water Pulse
1	Psychic	Rest
1	Water	Aqua Tail
1	Psychic	Zen Headbutt
1	Water	Muddy Water
1	Ground	Fissure
1	Flying	Bounce

RANK	TYPE	MOVE NAME
1	Normal	Tickle
1	Water	Water Sport
1	Poison	Belch
1	Psychic	Amnesia
1	Ground	Magnitude
1	Normal	Snore
1	Normal	Thrash
1	Ground	Earthquake
1	Psychic	Future Sight
1	Dragon	Dragon Dance
1	Electric	Spark

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.9m / 3'00"
WEIGHT: 46kg /101 lbs

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Oblivious & Anticipation

EVOLUTIVE STAGE: Final.

#339 #340

Whiskers Pokémon
Dangerous and territorial, they claim entire ponds as their homes and will crush whoever dares to dive in with earthquakes. They eat anything alive in their pond or swamp. They have learned to foretell real tremors.

#341 Corphish

TYPE: Water



RANK	TYPE	MOVE NAME
1	Water	Bubble
1	Normal	Vice Grip
1	Water	Bubble Beam
1	Normal	Double Hit
1	Dark	Taunt
1	Water	Crab Hammer
1	Normal	Swords Dance
1	Normal	Guillotine
1	Normal	Endeavor

RANK	TYPE	MOVE NAME
1	Normal	Leer
1	Normal	Harden
1	Normal	Protect
1	Dark	Knock Off
1	Dark	Night Slash
1	Water	Razor Shell
1	Dark	Crunch
1	Steel	Metal Claw
1	Normal	Chip Away

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 11kg / 25 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Hyper Cutter & Shell Armor

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.

#341 #342

Ruffian Pokémon
Corphish were originally foreign Pokémon that were imported as pets. They eventually turned up in the wild and reproduced a lot. They are resilient and can live in polluted water. Beware of their pincers.

#342 Crawdaunt

TYPE: Water / Dark

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Water	Bubble		Normal	Leer
	Normal	Vice Grip		Normal	Harden
	Water	Bubble Beam		Normal	Protect
	Normal	Double Hit		Dark	Knock Off
	Dark	Taunt		Dark	Night Slash
	Water	Crab Hammer		Water	Razor Shell
	Normal	Swords Dance		Dark	Crunch
	Normal	Guillotine		Fight	Superpower
	Dragon	Dragon Dance		Ground	Mud Sport



HEIGHT: 1.1m / 3'07"
WEIGHT: 33kg / 72 lbs

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Hyper Cutter & Shell Armor

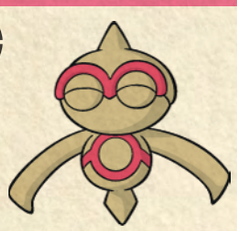
EVOLUTIVE STAGE: Final.

#341 #342

Rogue Pokémon
Crawdaunt is extremely violent and territorial. The ponds where it lives look like desolated places due to them attacking anything that comes close. It sheds its shell once a year, this weakens it for a few days.

#343 Baltoy

TYPE: Psychic / Ground



HEIGHT: 0.5m / 1'08"
WEIGHT: 21kg / 47 lbs

STRENGTH ●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●○○○

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Levitate

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.

#343 #344

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Psychic	Confusion		Normal	Harden
	Normal	Rapid Spin		Ground	Mud Slap
	Rock	Rock Tomb		Psychic	Heal Block
	Psychic	Psybeam		Psychic	Power Trick
	Rock	Ancient Power		Normal	Self Destruct
	Psychic	Guard Split		Psychic	Cosmic Power
	Psychic	Power Split		Psychic	Extrasensory
	Ground	Earth Power		Rock	Sandstorm
	Psychic	Gravity		Normal	Explosion
	Bug	Signal Beam		Psychic	Trick

Clay Doll Pokémon
They spin on their center to move around. When a group of them gathers they create a horrible, headache inducing noise at unison. Old paintings describe them living with people in ancient times.

#344 Claydol

TYPE: Psychic / Ground

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Psychic	Confusion		Normal	Harden
	Normal	Rapid Spin		Psychic	Teleport
	Ground	Mud Slap		Rock	Rock Tomb
	Psychic	Heal Block		Psychic	Psybeam
	Psychic	Power Trick		Rock	Ancient Power
	Normal	Self Destruct		Psychic	Extrasensory
	Psychic	Cosmic Power		Psychic	Guard Split
	Psychic	Power Split		Normal	Hyper Beam
	Ground	Earth Power		Rock	Sandstorm
	Psychic	Imprison		Normal	Explosion
	Psychic	Telekinesis		Rock	Stealth Rock
	Psychic	Wonder Room			



HEIGHT: 1.5m /5'00"
WEIGHT: 108kg /238 lbs

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○○

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Levitate

EVOLUTIVE STAGE: Final.

#343 #344

Clay Doll Pokémon
It is made entirely of clay. The first one was discovered in ruins from 20,000 years ago. A strange light is said to be the source of its life and psychic abilities. Its eight eyes are always alert and always watching.

#345 Lileep

TYPE: Rock / Grass



HEIGHT: 1m / 3'03"
WEIGHT: 23kg / 52 lbs

STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Suction Cups

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.

#345 #346

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Ghost	Astonish		Normal	Constrict
	Poison	Acid		Grass	Ingrain
	Water	Brine		Ghost	Confuse Ray
	Grass	Giga Drain		Psychic	Amnesia
	Poison	Gastro Acid		Rock	Ancient Power
	Grass	Energy Ball		Normal	Spit Up
	Normal	Stockpile		Normal	Swallow
	Normal	Wring Out		Ground	Earth Power
	Rock	Stealth Rock		Normal	Tickle

Sea Lily Pokémon
Over 100 million years ago, Lileep used to attach themselves to rocks at the bottom of the sea. A catastropheledthemalltoextinction. A few fossils were found and some were revived by scientists.

#346 Cradily

TYPE: Rock / Grass

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Constrict		Ghost	Astonish
	Poison	Acid		Grass	Ingrain
	Normal	Spit Up		Normal	Stockpile
	Normal	Swallow		Normal	Wring Out
	Water	Brine		Ghost	Confuse Ray
	Grass	Giga Drain		Psychic	Amnesia
	Rock	Ancient Power		Poison	Gastro Acid
	Grass	Energy Ball		Grass	Worry Seed
	Rock	Stealth Rock		Grass	Seed Bomb



STRENGTH ●●○○○
DEXTERITY ●●○
VITALITY ●●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 60kg / 133 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Suction Cups

Barnacle Pokémon
Cradily moves slowly at the bottom of the sea. It uses its body as an anchor and its tentacles as arms to catch prey. Their foes are melted with a potent acid before being consumed.

EVOLUTIVE STAGE: Final.


#345 #346

#347 Anorith

TYPE: Rock / Bug



STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○
INSIGHT ●●○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 12kg / 27 lbs

BASE HP: 3
SUGGESTED RANK: Amateur

ABILITIES: Battle Armor

Old Shrimp Pokémon
This ancient Pokémon is thought to be the common ancestor of many modern Bug Pokémon. The fossils show it lived in big schools and it preferred warm waters. Anoriths used their claws to catch small prey.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#347 #348

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Harden		Normal	Scratch
	Ground	Mud Sport		Water	Water Gun
	Rock	Smack Down		Steel	Metal Claw
	Normal	Protect		Rock	Ancient Power
	Bug	Fury Cutter		Bug	Bug Bite
	Normal	Slash		Water	Brine
	Rock	Rock Blast		Normal	Crush Claw
	Bug	X-Scissor		Dark	Knock Off
	Normal	Rapid Spin		Water	Aqua Jet

#348 Armaldo

TYPE: Rock / Bug

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Scratch		Normal	Harden
	Ground	Mud Sport		Steel	Metal Claw
	Water	Water Gun		Rock	Ancient Power
	Normal	Protect		Normal	Slash
	Bug	Fury Cutter		Normal	Crush Claw
	Rock	Smack Down		Water	Brine
	Rock	Rock Blast		Bug	X-Scissor
	Poison	Cross Poison		Water	Aqua Tail
	Steel	Iron Defense			



STRENGTH ●●●○○○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 68kg / 150 lbs

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Battle Armor

Plate Pokémon
When the waters receded, this Pokémon was forced to evolve to live on land. Evidence suggests that its claws could extend to reach the prey that was far or underwater. Its tough shell made it very resilient.

EVOLUTIVE STAGE: Final.


#347 #348

#349 Feebas

TYPE: Water



STRENGTH ●○
DEXTERITY ●●○○○
VITALITY ●●○
SPECIAL ●○
INSIGHT ●●○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 7kg / 16 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Swift Swim

Fish Pokémon
This Pokémon tastes awful, it is incredibly ugly, smelly, kind of dumb and a terrible fighter. To make things worse, it is actually extremely rare. For those reasons, people tend to avoid it and it's usually ignored.

EVOLUTIVE STAGE: First.
EVOLVES WITH: Beauty 5.


#349 #350

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Splash		Normal	Tackle
	Normal	Flail		Water	Brine
	Ground	Mud Sport		Water	Dive

#350 Milotic

TYPE: Water



RANK	TYPE	MOVE NAME
1	Water	Water Gun
5	Water	Water Sport
10	Fairy	Disarming Voice
15	Water	Water Pulse
20	Normal	Captivate
25	Normal	Recover
30	Normal	Attract
35	Poison	Coil
40	Water	Rain Dance
45	Psychic	Hypnosis

RANK	TYPE	MOVE NAME
1	Normal	Wrap
5	Normal	Refresh
10	Dragon	Twister
15	Water	Aqua Ring
20	Dragon	Dragon Tail
25	Water	Aqua Tail
30	Normal	Safeguard
35	Water	Hydro Pump
40	Dragon	Dragon Pulse
45	Psychic	Magic Coat

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○
INSIGHT ●●●○○

HEIGHT: 6.2m / 20'04"
WEIGHT: 162kg /357 lbs

BASE HP: 7
SUGGESTED RANK: Ace

ABILITIES: Competitive & Marvel Scale

Tender Pokémon
Milotic is considered to be one of the most beautiful Pokémon in existence. It has inspired music, paintings and statues. It has the power to calm the anger and hostility of its foes.

EVOLUTIVE STAGE: Final.


#349

#350

#351 Castform

TYPE: Normal



RANK	TYPE	MOVE NAME
1	Normal	Tackle
5	Ice	Powder Snow
10	Normal	Headbutt
15	Water	Rain Dance
20	Normal	Weather Ball
25	Fire	Fire Blast
30	Flying	Hurricane
35	Psychic	Future Sight

RANK	TYPE	MOVE NAME
1	Fire	Ember
5	Water	Water Gun
10	Ice	Hail
15	Fire	Sunny Day
20	Ice	Blizzard
25	Water	Hydro Pump
30	Normal	Last Resort
35	Normal	Reflect Type

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 1kg / 2 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Forecast

Weather Pokémon
This Pokémon reacts to the weather by changing its type and looks. It can also change the weather at will. When there is a drought, farmers lure them with small hanging dolls to ask them for rain.

EVOLUTIVE STAGE: Final.


#351

#352 Kecleon

TYPE: Normal



RANK	TYPE	MOVE NAME
1	Normal	Tail Whip
1	Dark	Thief
5	Normal	Scratch
10	Normal	Feint
15	Normal	Fury Swipes
20	Psychic	Psybeam
25	Normal	Screech
30	Normal	Substitute
35	Psychic	Synchronoise
40	Dark	Snatch
45	Psychic	Trick

RANK	TYPE	MOVE NAME
1	Ghost	Astonish
5	Ghost	Lick
10	Normal	Bind
15	Ghost	Shadow Sneak
20	Dark	Feint Attack
25	Rock	Ancient Power
30	Normal	Camouflage
35	Ghost	Shadow Claw
40	Dark	Sucker Punch
45	Normal	Fake Out

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●●○○

HEIGHT: 1m / 3'03"
WEIGHT: 22kg / 48 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Color Change

Color Swap Pokémon
They are able to change their colors to blend with their surroundings. The only part of its body that can't change is the red zigzag line on its belly. Kecleon is very sneaky, smart and kind of insolent.

EVOLUTIVE STAGE: Final.


#352

#353 Shuppet

TYPE: Ghost



RANK	TYPE	MOVE NAME
1	Dark	Knock Off
5	Ghost	Night Shade
10	Fire	Will-O-Wisp
15	Ghost	Curse
20	Ghost	Hex
25	Dark	Snatch
30	Dark	Sucker Punch
35	Psychic	Trick
40	Ice	Icy Wind
45	Ghost	Destiny Bond

RANK	TYPE	MOVE NAME
1	Normal	Screech
5	Ghost	Spite
10	Ghost	Shadow Sneak
15	Dark	Feint Attack
20	Ghost	Shadow Ball
25	Dark	Embargo
30	Ghost	Grudge
35	Ghost	Phantom Force
40	Psychic	Role Play

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 2kg / 5 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Frisk & Insomnia

Puppet Pokémon
They feed on dark emotions such as envy, jealousy and vengefulness. If they sting you, they'll fill you with a vindictive desire. They don't have bodies under their blanket and they are looking for a body to posess.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#353

#354

#354 Banette

TYPE: Ghost



RANK	TYPE	MOVE NAME
1	Dark	Knock Off
5	Ghost	Night Shade
10	Ghost	Curse
15	Ghost	Shadow Sneak
20	Dark	Feint Attack
25	Ghost	Shadow Ball
30	Dark	Embargo
35	Ghost	Grudge
40	Ghost	Phantom Force
45	Ghost	Destiny Bond

RANK	TYPE	MOVE NAME
1	Ghost	Spite
5	Normal	Screech
10	Fire	Will-O-Wisp
15	Ghost	Curse
20	Ghost	Hex
25	Dark	Snatch
30	Dark	Sucker Punch
35	Psychic	Trick
40	Psychic	Role Play
45	Ice	Icy Wind

STRENGTH ●●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1.1m / 3'07"
WEIGHT: 12kg / 27 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Frisk & Insomnia

Marionette Pokémon
It's body is usually a discarded doll or toy. Its spirit is made of dark feelings and is overrun by the desire of revenge towards the kid that threw the toy away. If you open its mouth, all the cursed energy will escape.

EVOLUTIVE STAGE: Final.


#353

#354

Mega-Banette

TYPE: Ghost



RANK	TYPE	MOVE NAME
1	Dark	Knock Off
5	Ghost	Night Shade
10	Ghost	Curse
15	Ghost	Shadow Sneak
20	Dark	Feint Attack
25	Ghost	Shadow Ball
30	Dark	Embargo
35	Ghost	Grudge
40	Ghost	Phantom Force
45	Ghost	Destiny Bond

RANK	TYPE	MOVE NAME
1	Ghost	Spite
5	Normal	Screech
10	Fire	Will-O-Wisp
15	Ghost	Curse
20	Ghost	Hex
25	Dark	Snatch
30	Dark	Sucker Punch
35	Psychic	Trick
40	Psychic	Role Play
45	Ice	Icy Wind

STRENGTH ●●●●○○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 1.2m / 4'00"
WEIGHT: 13kg / 28 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Prankster

Marionette Pokémon
The power of the Mega Stone rips the layer keeping all the cursed energy in. Its vindictive nature is so overwhelming that it can't help but to curse its own Trainer.

EVOLUTIVE STAGE: Mega Evolution.


#354

#354

#355 Duskull

TYPE: Ghost



RANK	TYPE	MOVE NAME
1	Normal	Leer
5	Normal	Disable
10	Ghost	Astonish
15	Ghost	Shadow Sneak
20	Ghost	Curse
25	Ghost	Hex
30	Ghost	Shadow Ball
35	Psychic	Future Sight
40	Ghost	Spite

RANK	TYPE	MOVE NAME
1	Ghost	Night Shade
5	Normal	Foresight
10	Ghost	Confuse Ray
15	Dark	Pursuit
20	Fire	Will-O-Wisp
25	Normal	Mean Look
30	Dark	Payback
35	Ice	Icy Wind
40	Psychic	Wonder Room

STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●○○
INSIGHT ●●○○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 15kg / 33 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Levitate

Requiem Pokémon
They wander at night. They can make themselves invisible and they follow travelers all night until dawn breaks. It loves the crying of little children, they can be seen scaring kids who misbehaved during the day.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#355

#356

#477

#356 Dusclops

TYPE: Ghost



RANK	TYPE	MOVE NAME
1	Ghost	Night Shade
5	Normal	Bind
10	Normal	Foresight
15	Ice	Ice Punch
20	Electric	Thunder Punch
25	Ghost	Confuse Ray
30	Dark	Pursuit
35	Fire	Will-O-Wisp
40	Psychic	Gravity
45	Normal	Mean Look
50	Psychic	Future Sight
55	Dark	Memento

RANK	TYPE	MOVE NAME
1	Normal	Leer
5	Normal	Disable
10	Fire	Fire Punch
15	Ghost	Astonish
20	Ghost	Shadow Sneak
25	Ghost	Curse
30	Ghost	Shadow Punch
35	Ghost	Hex
40	Ghost	Shadow Ball
45	Dark	Payback
50	Dark	Dark Pulse
55	Normal	Pain Split

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●●○○○

HEIGHT: 1.6m / 5'03"
WEIGHT: 30kg / 67 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Pressure

Beckon Pokémon
Its body is hollow. Some paranormal experts say there is a spectral energy ball inside them but it is not confirmed. If it absorbs an object or a creature there's the risk that nothing wil come back out.

EVOLUTIVE STAGE: Second.
EVOLVES WITH: Trade holding an Item.


#355

#356

#477

#357 Tropius

TYPE: Grass / Flying



STRENGTH	●●○○
DEXTERITY	●●○○
VITALITY	●●○○○
SPECIAL	●●○○○
INSIGHT	●●○○○

HEIGHT: 2m / 6'07"
WEIGHT: 200kg /440 lbs

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Chlorophyll & Solar Power

EVOLUTIVE STAGE: Final.


#350

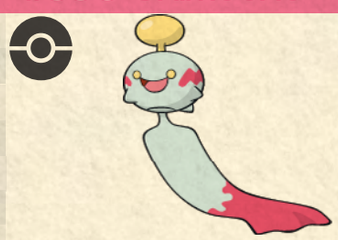
Fruit Pokémon
It is very common in humid and hot regions. It can grow back the fruit it has eaten. Mothers prefer Tropius fruits to feed their children as it is more nutritive and sweet. They are mellow and friendly Pokémon.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Bestow		Flying	Gust
	Normal	Leer		Normal	Natural Gift
	Normal	Growth		Grass	Razor Leaf
	Normal	Stomp		Normal	Sweet Scent
	Normal	Whirlwind		Grass	Magical Leaf
	Normal	Body Slam		Grass	Synthesis
	Grass	Leaf Tornado		Flying	Air Slash
	Grass	Solar Beam		Grass	Leaf Storm
	Flying	Tailwind		Dragon	Twister
	Dragon	Outrage			

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Wrap		Ghost	Astonish
	Normal	Growl		Normal	Uproar
	Psychic	Confusion		Normal	Yawn
	Normal	Take Down		Normal	Safeguard
	Psychic	Psywave		Psychic	Healing Wish
	Normal	Heal Bell		Normal	Double-Edge
	Psychic	Extrasensory		Psychic	Heal Pulse
	Psychic	Synchronoise		Normal	Recover
	Psychic	Cosmic Power		Psychic	Stored Power

#358 Chimecho

TYPE: Psychic



STRENGTH	●●○○
DEXTERITY	●●○○
VITALITY	●●○○○
SPECIAL	●●●○○○
INSIGHT	●●○○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 1kg / 2 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Levitate

EVOLUTIVE STAGE: Final.


#433

#358

Wind Chime Pokémon
They have seven different cries that resound with the wind. They can create ultrasonic waves when they are in danger. Using the suction cup on their head, they hang to branches on windy days.

#359 Absol

TYPE: Dark



STRENGTH	●●●○○○
DEXTERITY	●●○○○
VITALITY	●●○○
SPECIAL	●●○○○
INSIGHT	●●○○

HEIGHT: 1.2m / 3'11"
WEIGHT: 47 kg / 103 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Pressure & Super Luck

EVOLUTIVE STAGE: Final.


#359

Disaster Pokémon
It is said that this Pokémon can live for 100 years. It has a bad reputation: Whenever one is seen, a disaster is soon to follow – earthquakes, forest fires and tidal waves. Absols lead a lonely life.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Fight	Detect		Dark	Taunt
	Normal	Scratch		Normal	Quick Attack
	Normal	Leer		Normal	Razor Wind
	Normal	Me First		Normal	Feint
	Dark	Pursuit		Dark	Bite
	Normal	Double Team		Normal	Slash
	Normal	Swords Dance		Psychic	Future Sight
	Dark	Night Slash		Psychic	Psycho Cut
	Dark	Sucker Punch		Normal	Perish Song
	Ghost	Hex		Fairy	Play Rough
	Ghost	Spite			

Mega-Absol

TYPE: Dark



STRENGTH	●●●●○○○○
DEXTERITY	●●●○○○
VITALITY	●●○○
SPECIAL	●●●○○○
INSIGHT	●●○○

HEIGHT: 1.2m / 3'11"
WEIGHT: 49kg / 108 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Magic Bounce

EVOLUTIVE STAGE: Mega Evolution.


#359

Disaster Pokémon
The power of the Mega Stone makes its fur elongate. What you see are not wings, just puffs of hair. It gets distressed by this form and dislikes going into fights, so it uses its intimidating aura to fend off foes.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Fight	Detect		Dark	Taunt
	Normal	Scratch		Normal	Quick Attack
	Normal	Leer		Normal	Razor Wind
	Normal	Me First		Normal	Feint
	Dark	Pursuit		Dark	Bite
	Normal	Double Team		Normal	Slash
	Normal	Swords Dance		Psychic	Future Sight
	Dark	Night Slash		Psychic	Psycho Cut
	Dark	Sucker Punch		Normal	Perish Song
	Ghost	Hex		Fairy	Play Rough
	Ghost	Spite			

#360 Wynaut

TYPE: Psychic



RANK	TYPE	MOVE NAME
	Fairy	Charm
	Normal	Splash
	Ghost	Destiny Bond
	Normal	Safeguard

RANK	TYPE	MOVE NAME
	Normal	Encore
	Fight	Counter
	Psychic	Mirror Coat

STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●●○
SPECIAL ●○○
INSIGHT ●●○

HEIGHT: 0.6m / 2'00"
WEIGHT: 14kg / 31 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Shadow Tag

Bright Pokémon
Its face always appears to be happy, but Wynaut can be deceitful. You can only discern its true emotions thorugh its tail. They live together in caves and bump into eachother to gain strength.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#360

#202

#361 Snorunt

TYPE: Ice



STRENGTH ●●○
DEXTERITY ●●○
VITALITY ●●○
SPECIAL ●●○
INSIGHT ●●○

HEIGHT: 0.7m / 2'04"
WEIGHT: 17kg / 37 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Ice Body & Inner Focus

Snow Hat Pokémon
This friendly Pokémon lives in cold mountains and deserted snowlands. It survives by eating snow and ice. They form small groups to protect themselves from predators. If you take their hat off, they will get angry.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#361

#362

#478

RANK	TYPE	MOVE NAME
	Normal	Leer
	Normal	Double Team
	Ice	Icy Wind
	Normal	Protect
	Ice	Frost Breath
	Ice	Ice Shard
	Ice	Blizzard
	Water	Water Pulse

RANK	TYPE	MOVE NAME
	Ice	Powder Snow
	Dark	Bite
	Normal	Headbutt
	Ice	Ice Fang
	Dark	Crunch
	Ice	Hail
	Normal	Weather Ball
	Dark	Fake Tears

#362 Glalie

TYPE: Ice



RANK	TYPE	MOVE NAME
	Normal	Leer
	Dark	Bite
	Ice	Ice Shard
	Normal	Headbutt
	Ice	Ice Fang
	Ice	Frost Breath
	Ice	Hail
	Ice	Blizzard
	Normal	Weather Ball
	Steel	Iron Head

RANK	TYPE	MOVE NAME
	Ice	Powder Snow
	Normal	Double Team
	Ice	Icy Wind
	Normal	Protect
	Ice	Ice Beam
	Ice	Freeze-Dry
	Dark	Crunch
	Ice	Sheer Cold
	Rock	Rollout

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

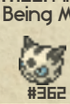
HEIGHT: 1.5m / 5'00"
WEIGHT: 256kg /565 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Ice Body & Inner Focus

Face Pokémon
Its body is so hard it was thought to be made of rock. They can be aggressive if provoked. When they hunt, they freeze their prey solid before eating it. They can live in warm places without trouble.

EVOLUTIVE STAGE: First.
EVOLVED BY: Being Male.


#361

#362

#478

Mega-Glalie

TYPE: Ice



RANK	TYPE	MOVE NAME
	Normal	Leer
	Dark	Bite
	Ice	Ice Shard
	Normal	Headbutt
	Ice	Ice Fang
	Ice	Frost Breath
	Ice	Hail
	Ice	Blizzard
	Normal	Weather Ball
	Steel	Iron Head

RANK	TYPE	MOVE NAME
	Ice	Powder Snow
	Normal	Double Team
	Ice	Icy Wind
	Normal	Protect
	Ice	Ice Beam
	Ice	Freeze-Dry
	Dark	Crunch
	Ice	Sheer Cold
	Rock	Rollout

STRENGTH ●●●○○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○○○
INSIGHT ●●○○○

HEIGHT: 2.1m / 7'00"
WEIGHT: 350kg / 772 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Refrigerate

Marionette Pokémon
The power of the Mega Stone bent its jaw at an unnatural angle, this helps it spew enormous blizzards but leaves it unable to eat any prey it catches. This makes it angry and will weaken it if it stays in this form.

EVOLUTIVE STAGE: Mega Evolution.


#361

#362

#478

#363 Spheal

TYPE: Ice / Water



STRENGTH	●○○
DEXTERITY	●○○
VITALITY	●●○○
SPECIAL	●●○○
INSIGHT	●●○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 39kg / 87 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Ice Body & Thick Fat

Clap Pokémon
They live in big herds with their families. They are bad swimmers but good floaters. To move on land, they roll like balls instead of walking.
When they are happy, they clap and squeal, so they can be really noisy.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME
	Normal	Defense Curl
	Ice	Powder Snow
	Normal	Encore
	Normal	Body Slam
	Ice	Aurora Beam
	Psychic	Rest
	Ice	Blizzard
	Water	Dive
	Normal	Endure

RANK	TYPE	MOVE NAME
	Normal	Growl
	Water	Water Gun
	Ice	Ice Ball
	Water	Brine
	Ice	Hail
	Normal	Snore
	Ice	Sheer Cold
	Rock	Rollout

#364 Sealeo

TYPE: Ice / Water



STRENGTH	●●○○
DEXTERITY	●●○○
VITALITY	●●○○○
SPECIAL	●●○○○
INSIGHT	●●○○○

HEIGHT: 1.1m / 3'07"
WEIGHT: 87kg / 193lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Ice Body & Thick Fat

Ball Roll Pokémon
They play with the Spheal in the herd by spinning them with their noses. When they are not in the wild they'll spin almost any round object, even Pokéballs. Sealeos are great hunters underwater.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME
	Normal	Defense Curl
	Ice	Powder Snow
	Normal	Encore
	Normal	Body Slam
	Ice	Aurora Beam
	Normal	Swagger
	Normal	Snore
	Ice	Sheer Cold
	Water	Aqua Ring

RANK	TYPE	MOVE NAME
	Normal	Growl
	Water	Water Gun
	Ice	Ice Ball
	Water	Brine
	Ice	Hail
	Psychic	Rest
	Ice	Blizzard
	Water	Water Pulse
	Normal	Super Fang

#365 Walrein

TYPE: Ice / Water



STRENGTH	●●○○○
DEXTERITY	●●○○
VITALITY	●●●○○○
SPECIAL	●●●○○○
INSIGHT	●●○○○

HEIGHT: 1.4m / 4'07"
WEIGHT: 300kg/664 lbs

BASE HP: 6
SUGGESTED RANK: Ace

ABILITIES: Ice Body & Thick Fat

Ice Break Pokémon
The leader of the herd is a powerful Walrein. They are very aggressive and will protect their herd even at the cost of their lives. Their tusks can shatter giant blocks of ice. It is relentless and unpredictable.

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME
	Normal	Growl
	Water	Water Gun
	Dark	Crunch
	Normal	Body Slam
	Ice	Aurora Beam
	Normal	Swagger
	Normal	Snore
	Ice	Blizzard
	Normal	Belly Drum
	Water	Aqua Tail

RANK	TYPE	MOVE NAME
	Ice	Powder Snow
	Normal	Encore
	Ice	Ice Ball
	Water	Brine
	Ice	Hail
	Ice	Ice Fang
	Ice	Sheer Cold
	Psychic	Rest
	Ground	Fissure

#366 Clamperl

TYPE: Water



STRENGTH	●●○○
DEXTERITY	●○○
VITALITY	●●○○○
SPECIAL	●●○○○
INSIGHT	●●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 52kg / 115 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Shell Armor

Bivalve Pokémon
It is protected by a sturdy shell which is used to catch its prey.
Clamperl will produce a magnificent pearl once in a lifetime. That pearl is said to increase psychic powers and will sell for a lot of money.

EVOLUTIVE STAGE: First.
EVOLVES WITH: Trade holding an Item.



RANK	TYPE	MOVE NAME
	Water	Clamp
	Steel	Iron Defense
	Normal	Shell Smash
	Normal	Endure

RANK	TYPE	MOVE NAME
	Water	Water Gun
	Water	Whirlpool
	Normal	Refresh
	Ground	Mud Sport

#367 Huntail

TYPE: Water



STRENGTH ●●●○○
DEXTERITY ●●○○
VITALITY ●●●○○
SPECIAL ●●●○○
INSIGHT ●●○○○

HEIGHT: 1.8 m / 6'00"
WEIGHT: 27kg / 59 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Swift Swim

Deep Sea Pokémon
It lives at extreme depths of the sea. Their eyes can see perfectly in complete darkness. Huntails light up their tail to attract their prey, then swallow them whole with a single bite.

EVOLUTIVE STAGE: Final.
EVOLVED WITH: Dragon Fang.


#366 #367 #368

RANK	TYPE	MOVE NAME
○	Water	Whirlpool
●	Normal	Screech
●	Water	Water Pulse
●	Ice	Ice Fang
●	Normal	Baton Pass
●	Water	Dive
◐	Water	Aqua Tail
◐	Water	Hydro Pump
●	Normal	Bind

RANK	TYPE	MOVE NAME
○	Dark	Bite
●	Dark	Feint Attack
●	Normal	Scary Face
●	Water	Brine
●	Dark	Crunch
◐	Dark	Sucker Punch
◐	Poison	Coil
●	Water	Muddy Water
●	Normal	Super Fang

#368 Gorebyss

TYPE: Water



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 1.8m / 6'00"
WEIGHT: 22kg / 50 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Swift Swim

South Sea Pokémon
Found in the depths of the southern seas. Their body is built to withstand the sea pressure. While it appears to be beautiful and harmless, it is a cruel and deceitful creature.

EVOLUTIVE STAGE: Final.
EVOLVED WITH: Dragon Scale.


#366 #367 #368

RANK	TYPE	MOVE NAME
○	Water	Whirlpool
●	Psychic	Confusion
●	Fairy	Draining Kiss
●	Psychic	Amnesia
●	Normal	Captivate
●	Water	Dive
◐	Water	Aqua Tail
◐	Water	Hydro Pump
●	Normal	Bind

RANK	TYPE	MOVE NAME
○	Water	Water Sport
●	Psychic	Agility
●	Water	Water Pulse
●	Water	Aqua Ring
●	Normal	Baton Pass
◐	Psychic	Psychic
◐	Poison	Coil
●	Ghost	Confuse Ray
●	Water	Muddy Water

#369 Relicanth

TYPE: Rock / Water



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1m / 3'03"
WEIGHT: 23kg / 51 lbs

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Rock Head & Swift Swim

Longevity Pokemon
It has remained unchanged for millions of years. Relicanth was discovered in a deep sea expedition. It feeds on plankton. Their scales are like craggy rocks, they can endure the pressure of the deep sea.

EVOLUTIVE STAGE: Final.


#369

RANK	TYPE	MOVE NAME
○	Normal	Harden
○	Ground	Mud Sport
●	Water	Water Gun
●	Normal	Yawn
●	Rock	Ancient Power
●	Water	Dive
◐	Rock	Head Smash
●	Ground	Magnitude
●	Water	Aqua Tail

RANK	TYPE	MOVE NAME
○	Normal	Tackle
●	Normal	Flail
●	Rock	Rock Tomb
●	Normal	Take Down
●	Psychic	Rest
◐	Normal	Double-Edge
◐	Water	Hydro Pump
●	Normal	Skull Bash

#370 Luvdisc

TYPE: Water



STRENGTH ●○○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●○○○
INSIGHT ●●○○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 8kg / 19 lbs

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Swift Swim

Rendezvous Pokémon
Luvdisc is a symbol of romance.
It lives in shallow seas, swimming after couples, bringing them closer and promising eternal love. During their spawning season, the waters around them turn pink.

EVOLUTIVE STAGE: Final.


#370

RANK	TYPE	MOVE NAME
○	Normal	Tackle
●	Water	Water Gun
●	Normal	Take Down
●	Normal	Lucky Chant
●	Psychic	Heart Stamp
●	Normal	Flail
◐	Water	Hydro Pump
◐	Normal	Captivate
●	Normal	Swift
●	Normal	Captivate

RANK	TYPE	MOVE NAME
○	Fairy	Charm
●	Psychic	Agility
●	Fairy	Draining Kiss
●	Water	Water Pulse
●	Normal	Attract
●	Fairy	Sweet Kiss
◐	Water	Aqua Ring
◐	Normal	Safeguard
●	Psychic	Heal Pulse

#371 Bagon



TYPE: Dragon

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 42kg / 93 lbs

BASE HP: 3
SUGGESTED RANK: Amateur

ABILITIES: Rock Head

Rock Head Pokémon
Bagons dream of soaring the sky. This leads to a lot of frustration that makes them dive off cliffs in an attempt to fly. Their head is tough enough to survive the fall. They are very ill tempered and violent.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Rage		Dark	Bite
	Normal	Leer		Fire	Ember
	Normal	Focus Energy		Normal	Headbutt
	Dragon	Dragon Breath		Psychic	Zen Headbutt
	Normal	Scary Face		Dark	Crunch
	Dragon	Dragon Claw		Fire	Flamethrower
	Normal	Double-Edge		Dragon	Dragon Rage
	Normal	Mimic		Normal	Endure

#372 Shelgon



TYPE: Dragon

STRENGTH ●●●○○
DEXTERITY ●●○○
VITALITY ●●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.1m / 3'07"
WEIGHT: 110kg /243 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Rock Head

Endurance Pokémon
The body is covered in a powerful armor that resembles bones. It hides in caves awaiting evolution, enduring hunger and harm while its cells prepare for its final transformation.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Slow.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Rage		Dark	Bite
	Normal	Leer		Fire	Ember
	Normal	Focus Energy		Normal	Headbutt
	Normal	Protect		Dragon	Dragon Breath
	Psychic	Zen Headbutt		Normal	Scary Face
	Dark	Crunch		Dragon	Dragon Claw
	Fire	Flamethrower		Normal	Double-Edge
	Water	Hydro Pump		Dragon	Dragon Pulse
	Steel	Iron Defense			

#373 Salamence



TYPE: Dragon / Flying

STRENGTH ●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 102kg /226 lbs

BASE HP: 5
SUGGESTED RANK: Pro

ABILITIES: Intimidate

Dragon Pokémon
After a lifetime of struggling for a dream, it finally grew its wings. Salamence, however, is extremely dangerous, it scorches entire fields and mountains. It's easily angered and completely uncontrollable.

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Rage		Dark	Bite
	Normal	Leer		Fire	Ember
	Normal	Focus Energy		Normal	Headbutt
	Dragon	Dragon Breath		Normal	Focus Energy
	Electric	Thunder Fang		Normal	Protect
	Normal	Scary Face		Psychic	Zen Headbutt
	Dark	Crunch		Flying	Fly
	Normal	Double-Edge		Dragon	Dragon Claw
	Fire	Flamethrower		Dragon	Dragon Tail
	Dragon	Outrage		Dragon	Dragon Dance
	Dragon	Draco Meteor			

Mega-Salamence



TYPE: Dragon / Flying

STRENGTH ●●●●○○○
DEXTERITY ●●●○○○○
VITALITY ●●●○○○○
SPECIAL ●●●○○○○
INSIGHT ●●○○○

HEIGHT: 1.8m / 6'00"
WEIGHT: 112kg / 248 lbs

BASE HP: 6
SUGGESTED RANK: Master

ABILITIES: Aerialate

Dragon Pokémon
The power of the Mega Stone gives it the nickname "The blood-soaked Crescent". It is violent and very unpredictable, even turning on their own trainer. Many believe it is because its bent wings cause it pain.

EVOLUTIVE STAGE: Mega Evolution.



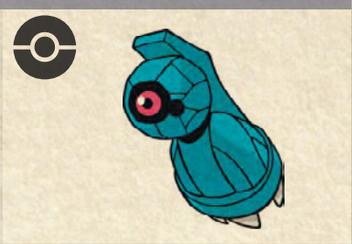
RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Rage		Dark	Bite
	Normal	Leer		Fire	Ember
	Normal	Focus Energy		Normal	Headbutt
	Dragon	Dragon Breath		Normal	Focus Energy
	Electric	Thunder Fang		Normal	Protect
	Normal	Scary Face		Psychic	Zen Headbutt
	Dark	Crunch		Flying	Fly
	Normal	Double-Edge		Dragon	Dragon Claw
	Fire	Flamethrower		Dragon	Dragon Tail
	Dragon	Outrage		Dragon	Dragon Dance
	Dragon	Draco Meteor			

#374 Beldum

TYPE: Steel / Psychic

RANK	TYPE	MOVE NAME
	Normal	Take Down
	Normal	Headbutt

RANK	TYPE	MOVE NAME
	Steel	Iron Head



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 95kg / 210 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Clear Body

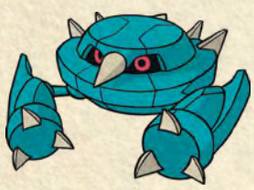
Iron Ball Pokémon
Beldum uses magnetic pulses to oat and communicate. When it finds others, they move in perfect unison. It needs to develop a new brain to evolve; two of them may merge or it could develop a new one with time.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#374 #375 #376

#375 Metang

TYPE: Steel / Psychic



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.2m / 3'11"
WEIGHT: 202kg /446 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Clear Body

Iron Claw Pokémon
Its two brains are joined by a magnetic nervous system. This allows Metang to use psychokinetic powers. It is able to float and move in midair at 60 mph. To evolve further it will need more brain power.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Slow.


#374 #375 #376

RANK	TYPE	MOVE NAME
	Normal	Take Down
	Steel	Metal Claw
	Dark	Pursuit
	Psychic	Zen Headbutt
	Normal	Scary Face
	Psychic	Psychic
	Steel	Iron Defense
	Electric	Thunder Punch
	Normal	Self-Destruct

RANK	TYPE	MOVE NAME
	Psychic	Confusion
	Electric	Magnet Rise
	Psychic	Miracle Eye
	Steel	Bullet Punch
	Psychic	Agility
	Steel	Meteor Mash
	Normal	Hyper Beam
	Ice	Ice Punch

#376 Metagross

TYPE: Steel / Psychic

RANK	TYPE	MOVE NAME
	Normal	Take Down
	Steel	Metal Claw
	Dark	Pursuit
	Psychic	Zen Headbutt
	Normal	Scary Face
	Psychic	Psychic
	Fight	Hammer Arm
	Normal	Hyper Beam
	Normal	Block

RANK	TYPE	MOVE NAME
	Psychic	Confusion
	Electric	Magnet Rise
	Psychic	Miracle Eye
	Steel	Bullet Punch
	Psychic	Agility
	Steel	Meteor Mash
	Steel	Iron Defense
	Normal	Self-Destruct
	Psychic	Telekinesis



STRENGTH ●●●○○○○
DEXTERITY ●●○○○
VITALITY ●●●○○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 1.6m / 5'03"
WEIGHT: 550kg /1212 lbs

BASE HP: 5
SUGGESTED RANK: Pro

ABILITIES: Clear Body

Iron Leg Pokémon
It has four powerful brains that allow it to react at the speed of a super computer. It pins its prey under its massive body, then eats it using the large mouth on its stomach. A powerful and ruthless Pokémon.

EVOLUTION: Final Form.

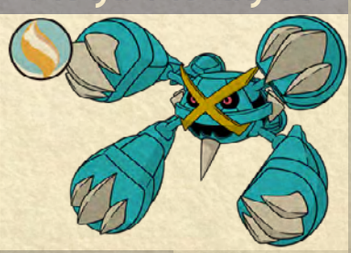

#374 #375 #376

Mega-Metagross

TYPE: Steel / Psychic

RANK	TYPE	MOVE NAME
	Normal	Take Down
	Steel	Metal Claw
	Dark	Pursuit
	Psychic	Zen Headbutt
	Normal	Scary Face
	Psychic	Psychic
	Fight	Hammer Arm
	Normal	Hyper Beam
	Normal	Block

RANK	TYPE	MOVE NAME
	Psychic	Confusion
	Electric	Magnet Rise
	Psychic	Miracle Eye
	Steel	Bullet Punch
	Psychic	Agility
	Steel	Meteor Mash
	Steel	Iron Defense
	Normal	Self-Destruct
	Psychic	Telekinesis



STRENGTH ●●●●○○○○
DEXTERITY ●●●○○○
VITALITY ●●●●○○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 2.5m / 8'02"
WEIGHT: 942kg/2078 lbs

BASE HP: 6
SUGGESTED RANK: Master

ABILITIES: Tough Claws

Iron Leg Pokémon
The power of the Mega Stone made its four minds combine. It is now a merciless machine-like beast. If it calculates its chances to win are diminishing it will clutch itself into its foe and self-destruct.

EVOLUTIVE STAGE: Mega Evolution.


#374 #375 #376

#377 Regirock

TYPE: Rock



STRENGTH ●●●●●●
DEXTERITY ●●●●
VITALITY ●●●●●●●●●●
SPECIAL ●●●●
INSIGHT ●●●●●●

HEIGHT: 1.7m / 5'07"
WEIGHT: 460kg/1014 lbs

BASE HP: 4
SUGGESTED RANK: Master

ABILITIES: Clear Body & Sturdy

EVOLUTIVE STAGE: Unknown.


#377

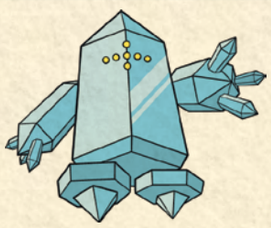
Pokédex has no data.

It is said to be an immortal being the size of the peak of a mountain. Could he be a remnant from the most ancient times of this world?

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Stomp		Rock	Rock Throw
	Electric	Charge Beam		Ground	Bulldoze
	Ghost	Curse		Rock	Ancient Power
	Steel	Iron Defense		Rock	Stone Edge
	Fight	Hammer Arm		Normal	Lock-On
	Electric	Zap Cannon		Fight	Superpower
	Normal	Hyper Beam		Normal	Explosion
	Normal	Mimic		Rock	Rock Slide
	Rock	Rock Smash		Rock	Rock Polish

#378 Regice

TYPE: Ice



STRENGTH ●●●●
DEXTERITY ●●●●
VITALITY ●●●●●●
SPECIAL ●●●●●●
INSIGHT ●●●●●●●●●●

HEIGHT: 1.8m / 6'00"
WEIGHT: 300kg / 261 lbs

BASE HP: 4
SUGGESTED RANK: Master

ABILITIES: Clear Body & Ice Body

EVOLUTIVE STAGE: Unknown.


#378

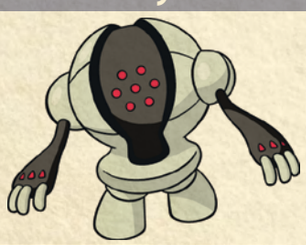
Pokédex has no data.

It is said to be undistinguishable from a gigantic iceberg. Its myth says its body can't be melted even if submerged in magma. Regice could freeze the air to bring a new ice age.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Stomp		Ice	Icy Wind
	Electric	Charge Beam		Ground	Bulldoze
	Ghost	Curse		Rock	Ancient Power
	Psychic	Amnesia		Ice	Ice Beam
	Fight	Hammer Arm		Normal	Lock-On
	Electric	Zap Cannon		Fight	Superpower
	Normal	Hyper Beam		Normal	Explosion
	Normal	Mimic		Ice	Avalanche
	Ice	Ice Punch		Ice	Aurora Veil

#379 Registeel

TYPE: Steel



STRENGTH ●●●●●
DEXTERITY ●●●●
VITALITY ●●●●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●●●●

HEIGHT: 1.9m / 6'03"
WEIGHT: 408kg / 900 lbs

BASE HP: 4
SUGGESTED RANK: Master

ABILITIES: Clear Body & Light Metal

EVOLUTIVE STAGE: Unknown.


#379

Pokédex has no data.

His body was indestructible. A flexible metal out of this world that can shrink, expand, made solid or liquid at the speed of thought. Could the myths be true?

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Stomp		Steel	Metal Claw
	Electric	Charge Beam		Ground	Bulldoze
	Ghost	Curse		Rock	Ancient Power
	Steel	Iron Defense		Psychic	Amnesia
	Steel	Iron Head		Steel	Flash Cannon
	Fight	Hammer Arm		Normal	Lock-On
	Electric	Zap Cannon		Fight	Superpower
	Normal	Hyper Beam		Normal	Explosion
	Normal	Mimic		Normal	Block
	Normal	Endure		Normal	Safeguard

#380 Latias

TYPE: Dragon Psychic



STRENGTH ●●●●●
DEXTERITY ●●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●●
INSIGHT ●●●●●●●

HEIGHT: 1.4m / 4'07"
WEIGHT: 40kg / 88 lbs

BASE HP: 4
SUGGESTED RANK: Master

ABILITIES: Levitate

EVOLUTIVE STAGE: Unknown.


#380

Pokédex has no data.
The legend tells about two Pokémon that could take human shapes, use psychic powers and become invisible. They were raised by an old couple as their own children. The little girl had a red dress.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Helping Hand		Normal	Safeguard
	Psychic	Psywave		Normal	Wish
	Water	Water Sport		Fairy	Charm
	Normal	Stored Power		Normal	Refresh
	Psychic	Heal Pulse		Dragon	Dragon Breath
	Ice	Mist Ball		Psychic	Psycho Shift
	Normal	Recover		Normal	Reflect Type
	Psychic	Zen Headbutt		Psychic	Guard Split
	Psychic	Psychic		Dragon	Dragon Pulse
	Psychic	Healing Wish		Normal	Camouflage
	Psychic	Role Play			

Mega-Latias

TYPE: Dragon / Psychic

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Helping Hand		Normal	Safeguard
	Psychic	Psywave		Normal	Wish
	Water	Water Sport		Fairy	Charm
	Normal	Stored Power		Normal	Refresh
	Psychic	Heal Pulse		Dragon	Dragon Breath
	Ice	Mist Ball		Psychic	Psycho Shift
	Normal	Recover		Normal	Reflect Type
	Psychic	Zen Headbutt		Psychic	Guard Split
	Psychic	Psychic		Dragon	Dragon Pulse
	Psychic	Healing Wish		Normal	Camouflage
	Psychic	Role Play			



HEIGHT: 1.8m / 6'00"
WEIGHT: 52kg / 114 lbs

Pokédex has no data.
Latias is very in synch with human emotions, it can communicate using telepathy. With the power of the Mega Stone all of its capabilities are enhanced although its personality becomes more distant than usual.

STRENGTH ●●●●●●
DEXTERITY ●●●●●●
VITALITY ●●●●●●●
SPECIAL ●●●●●●●
INSIGHT ●●●●●●●●

BASE HP: 5
SUGGESTED RANK: Master

ABILITIES: Levitate

EVOLUTIVE STAGE: Mega Evolution.


#380

#381 Latios

TYPE: Dragon / Psychic



HEIGHT: 2m / 6'07"
WEIGHT: 60 kg / 132 lbs

Pokédex has no data.
The legend tells about two Pokémon that could take human shapes, use psychic powers and become invisible. They were raised by an old couple as their own children. The boy was the oldest and wore a blue shirt.

STRENGTH ●●●●●
DEXTERITY ●●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●●●
INSIGHT ●●●●●●

BASE HP: 4
SUGGESTED RANK: Master

ABILITIES: Levitate

EVOLUTIVE STAGE: Unknown.


#381

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Helping Hand		Normal	Safeguard
	Psychic	Psywave		Psychic	Heal Block
	Normal	Protect		Dragon	Dragon Dance
	Normal	Stored Power		Normal	Refresh
	Psychic	Heal Pulse		Dragon	Dragon Breath
	Psychic	Luster Purge		Psychic	Psycho Shift
	Normal	Recover		Psychic	Telekinesis
	Psychic	Zen Headbutt		Normal	Power Split
	Psychic	Psychic		Dragon	Dragon Pulse
	Dark	Memento		Normal	Camouflage
	Psychic	Role Play			

Mega-Latios

TYPE: Dragon / Psychic



HEIGHT: 2.3m / 7'07"
WEIGHT: 70kg / 154 lbs

Pokédex has no data.
Latios is very in synch with human logic, it can communicate using telepathy. With the power of the Mega Stone all of its capabilities are enhanced although its personality becomes more caring than usual.

STRENGTH ●●●●●●●
DEXTERITY ●●●●●●
VITALITY ●●●●●●
SPECIAL ●●●●●●●●
INSIGHT ●●●●●●●

BASE HP: 5
SUGGESTED RANK: Master

ABILITIES: Levitate

EVOLUTIVE STAGE: Unknown.


#381

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Helping Hand		Normal	Safeguard
	Psychic	Psywave		Psychic	Heal Block
	Normal	Protect		Dragon	Dragon Dance
	Normal	Stored Power		Normal	Refresh
	Psychic	Heal Pulse		Dragon	Dragon Breath
	Psychic	Luster Purge		Psychic	Psycho Shift
	Normal	Recover		Psychic	Telekinesis
	Psychic	Zen Headbutt		Normal	Power Split
	Psychic	Psychic		Dragon	Dragon Pulse
	Dark	Memento		Normal	Camouflage
	Psychic	Role Play			

#382 Kyogre

TYPE: Water

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Rock	Ancient Power		Water	Water Pulse
	Normal	Scary Face		Water	Aqua Tail
	Ice	Ice Beam		Water	Origin Pulse
	Psychic	Calm Mind		Water	Muddy Water
	Ice	Sheer Cold		Water	Hydro Pump
	Normal	Double Edge		Water	Water Spout
	Normal	Strength		Water	Dive
	Water	Whirlpool		Ice	Blizzard
	Normal	Psych Up		Ice	Mist
	Flying	Defog		Psychic	Telekinesis
	Ice	Blizzard		Fight	Drain Punch
	Dark	Snatch			



HEIGHT: 4.5m / 14'09"
WEIGHT: 1ton / 2204 lbs

Pokédex has no data.
Kyogre is named in mythology as the God that expanded the seas and oceans with torrential waters and huge tidal waves. It is the mortal enemy of Groudon.

STRENGTH ●●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●●●●
INSIGHT ●●●●●●●

BASE HP: 6
SUGGESTED RANK: Master

ABILITIES: Drizzle

EVOLUTIVE STAGE: Unknown.


#382

Primal Kyogre

TYPE: Water



RANK	TYPE	MOVE NAME
1	Rock	Ancient Power
1	Normal	Scary Face
1	Ice	Ice Beam
1	Psychic	Calm Mind
1	Ice	Sheer Cold
1	Normal	Double Edge
1	Normal	Strength
1	Water	Whirlpool
1	Normal	Psych Up
1	Flying	Defog
1	Ice	Blizzard
1	Dark	Snatch

RANK	TYPE	MOVE NAME
1	Water	Water Pulse
1	Water	Aqua Tail
1	Water	Origin Pulse
1	Water	Muddy Water
1	Water	Hydro Pump
1	Water	Water Spout
1	Water	Dive
1	Ice	Blizzard
1	Ice	Mist
1	Psychic	Telekinesis
1	Fight	Drain Punch

STRENGTH ●●●●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●●●●●
INSIGHT ●●●●●●●●

HEIGHT: 9.8m / 32'02"
WEIGHT: 1.5ton/3306 lbs

BASE HP: 10
SUGGESTED RANK: Master

ABILITIES: Primordial Sea

EVOLUTIVE STAGE: Unknown.


#382

Pokédex has no data.
Millions of years ago chaos reigned. Neverending typhoons drowning all life under unforgiving waters.
Who was so sad and hurt in the deep darkness of the sea? As its sapphire tears still flood the world.

#383 Groudon

TYPE: Ground



RANK	TYPE	MOVE NAME
1	Rock	Ancient Power
1	Normal	Scary Face
1	Fire	Lava Plume
1	Ground	Earthquake
1	Fight	Bulk Up
1	Ground	Fissure
1	Fight	Hammer Arm
1	Ground	Mud Sport
1	Normal	Strength
1	Rock	Stealth Rock
1	Fire	Flame Wheel
1	Rock	Sandstorm
1	Rock	Rock Climb

RANK	TYPE	MOVE NAME
1	Ground	Mud Shot
1	Ground	Earth Power
1	Psychic	Rest
1	Ground	Precipice Blades
1	Grass	Solar Beam
1	Fire	Fire Blast
1	Fire	Eruption
1	Ground	Dig
1	Normal	Block
1	Rock	Rock Smash
1	Fire	Heat Crash
1	Rock	Wide Guard

STRENGTH ●●●●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●●●
SPECIAL ●●●●●●
INSIGHT ●●●●●

HEIGHT: 3.5m / 11'06"
WEIGHT: 1ton / 2204 lbs

BASE HP: 5
SUGGESTED RANK: Master

ABILITIES: Drought

EVOLUTIVE STAGE: Unknown.


#383

Pokédex has no data.
Described in mythology as the God creator of lands, mountains, volcanoes and continents. Any water or clouds evaporate in its presence. It is the mortal enemy of Kyogre.

Primal Groudon

TYPE: Ground Fire



RANK	TYPE	MOVE NAME
1	Rock	Ancient Power
1	Normal	Scary Face
1	Fire	Lava Plume
1	Ground	Earthquake
1	Fight	Bulk Up
1	Ground	Fissure
1	Fight	Hammer Arm
1	Ground	Mud Sport
1	Normal	Strength
1	Rock	Stealth Rock
1	Fire	Flame Wheel
1	Rock	Sandstorm
1	Rock	Rock Climb

RANK	TYPE	MOVE NAME
1	Ground	Mud Shot
1	Ground	Earth Power
1	Psychic	Rest
1	Ground	Precipice Blades
1	Grass	Solar Beam
1	Fire	Fire Blast
1	Fire	Eruption
1	Ground	Dig
1	Normal	Block
1	Rock	Rock Smash
1	Fire	Heat Crash
1	Rock	Wide Guard

STRENGTH ●●●●●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●●●●
SPECIAL ●●●●●●●●
INSIGHT ●●●●●

HEIGHT: 5m / 16'05"
WEIGHT: 1.5ton/3306 lbs

BASE HP: 7
SUGGESTED RANK: Master

ABILITIES: Desolate Land

EVOLUTIVE STAGE: Unknown.


#383

Pokédex has no data.
Millions of years ago chaos reigned. volcanos erupting without control, and unbearable heat made all life dry out. Who was so angry inside the raging fire? For its fury has since ingrained into the earth as red rubies.

#384 Rayquaza

TYPE: Dragon Flying



RANK	TYPE	MOVE NAME
1	Dragon	Twister
1	Rock	Ancient Power
1	Flying	Air Slash
1	Normal	Extreme Speed
1	Dragon	Dragon Dance
1	Normal	Hyper Voice
1	Normal	Hyper Beam
1	Dragon	Dragon Ascent
1	Flying	Defog
1	Water	Rain Dance
1	Water	Dive
1	Dragon	Draco Meteor
1	Psychic	Cosmic Power

RANK	TYPE	MOVE NAME
1	Normal	Scary Face
1	Dark	Crunch
1	Psychic	Rest
1	Dragon	Dragon Pulse
1	Flying	Fly
1	Dragon	Outrage
1	Normal	Roar
1	Flying	Sky Drop
1	Flying	Tailwind
1	Fire	Sunny Day
1	Ground	Dig
1	Flying	Hurricane

STRENGTH ●●●●●●●●
DEXTERITY ●●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●●●●
INSIGHT ●●●●●

HEIGHT: 7m / 23'00"
WEIGHT: 405kg / 892 lbs

BASE HP: 8
SUGGESTED RANK: Master

ABILITIES: Air Lock

EVOLUTIVE STAGE: Unknown.

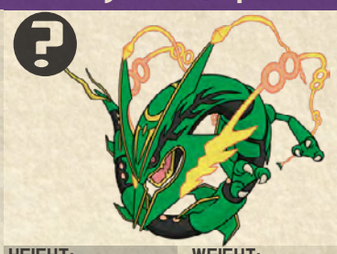

#384

Pokédex has no data.

The legend tells how Rayquaza lived in the outer layer of this world. It came to end the quarrell between Groudon and Kyogre, granted the world with blue skies and then left.

Mega-Rayquaza

TYPE: Dragon / Flying



RANK	TYPE	MOVE NAME
1	Dragon	Twister
5	Rock	Ancient Power
10	Flying	Air Slash
15	Normal	Extreme Speed
20	Dragon	Dragon Dance
25	Normal	Hyper Voice
30	Normal	Hyper Beam
35	Dragon	Dragon Ascent
40	Flying	Defog
45	Water	Rain Dance
50	Water	Dive
55	Dragon	Draco Meteor
60	Psychic	Cosmic Power

RANK	TYPE	MOVE NAME
1	Normal	Scary Face
5	Dark	Crunch
10	Psychic	Rest
15	Dragon	Dragon Pulse
20	Flying	Fly
25	Dragon	Outrage
30	Normal	Roar
35	Flying	Sky Drop
40	Flying	Tailwind
45	Fire	Sunny Day
50	Ground	Dig
55	Flying	Hurricane

HEIGHT: 10.8m / 35'05" WEIGHT: 392kg / 864 lbs

Pokédex has no data.
What does the power of the Mega Stone truly entrail? Is it the bond between a Trainer and their companion?
Or is it all about taking a hold of a forbidden power?

STRENGTH ●●●●●●●●●
DEXTERITY ●●●●●●
VITALITY ●●●●●●
SPECIAL ●●●●●●●●●
INSIGHT ●●●●●●

BASE HP: 11 SUGGESTED RANK: Master

ABILITIES: Delta Stream

EVOLUTIVE STAGE: Mega Evolution.


#384

#385 Jirachi

TYPE: Steel / Psychic



HEIGHT: 0.3m / 1'00" WEIGHT: 1.1kg / 2.4 lbs

Pokédex has no data.
It is said that every 1000 years, a shooting star appears in the sky for 7 days, granting wishes to those of pure heart.
Another common saying is:
"Be careful what you wish for."

STRENGTH ●●●●●●
DEXTERITY ●●●●●●
VITALITY ●●●●●●
SPECIAL ●●●●●●
INSIGHT ●●●●●●

BASE HP: 5 SUGGESTED RANK: Master

ABILITIES: Serene Grace

EVOLUTIVE STAGE: Unknown.


#385

RANK	TYPE	MOVE NAME
1	Normal	Wish
5	Steel	Meteor Mash
10	Normal	Helping Hand
15	Normal	Refresh
20	Psychic	Rest
25	Normal	Double-Edge
30	Psychic	Healing Wish
35	Psychic	Cosmic Power
40	Psychic	Confusion
45	Psychic	Trick

RANK	TYPE	MOVE NAME
1	Steel	Doom Desire
5	Normal	Swift
10	Psychic	Psychic
15	Normal	Lucky Chant
20	Psychic	Zen Headbutt
25	Psychic	Gravity
30	Psychic	Future Sight
35	Normal	Last Resort
40	Normal	Confide
45	Psychic	Trick Room

#386 Deoxys

TYPE: Psychic



HEIGHT: 1.7m / 5'07" WEIGHT: 60kg / 132 lbs

Pokédex has no data.
A space expedition had to be aborted due to an emergency. The ship's crew mentioned a creature attacking them inside their ship. They all gave different descriptions of said creature.

STRENGTH ●●●●●●●●
DEXTERITY ●●●●●●●●
VITALITY ●●●●
SPECIAL ●●●●●●●●
INSIGHT ●●●●

BASE HP: 4 SUGGESTED RANK: Master

ABILITIES: Pressure

EVOLUTIVE STAGE: Unknown.


#386

RANK	TYPE	MOVE NAME
1	Normal	Leer
5	Ghost	Night Shade
10	Dark	Knock Off
15	Psychic	Psychic
20	Psychic	Psycho Shift
25	Psychic	Cosmic Power
30	Psychic	Psycho Boost
35	Poison	Toxic
40	Normal	Bind

RANK	TYPE	MOVE NAME
1	Normal	Wrap
5	Psychic	Teleport
10	Dark	Pursuit
15	Dark	Snatch
20	Psychic	Zen Headbutt
25	Normal	Recover
30	Normal	Hyper Beam
35	Normal	Laser Focus
40	Bug	Signal Beam

#386 Deoxys

TYPE: Psychic



HEIGHT: 1.7m / 5'07" WEIGHT: 60kg / 132 lbs

Pokédex has no data.
The main engineer of the space crew reported a tentacled creature that ripped with ease through the thick metal hull of the ship to escape. The ship was recovered and was indeed torn in two sections.

STRENGTH ●●●●●●●●●●
DEXTERITY ●●●●●●●●
VITALITY ●●
SPECIAL ●●●●●●●●●●
INSIGHT ●●

BASE HP: 4 SUGGESTED RANK: Master

ABILITIES: Pressure

EVOLUTIVE STAGE: Unknown.


#386

RANK	TYPE	MOVE NAME
1	Normal	Leer
5	Ghost	Night Shade
10	Dark	Taunt
15	Psychic	Psychic
20	Psychic	Psycho Shift
25	Psychic	Cosmic Power
30	Psychic	Psycho Boost
35	Poison	Toxic
40	Normal	Bind

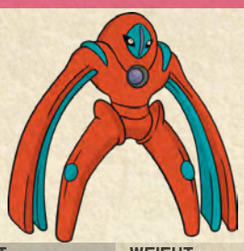
RANK	TYPE	MOVE NAME
1	Normal	Wrap
5	Psychic	Teleport
10	Dark	Pursuit
15	Fight	Superpower
20	Psychic	Zen Headbutt
25	Electric	Zap Cannon
30	Normal	Hyper Beam
35	Normal	Laser Focus
40	Bug	Signal Beam

RANK	TYPE	MOVE NAME
	Normal	Leer
	Ghost	Night Shade
	Dark	Knock Off
	Psychic	Psychic
	Psychic	Psycho Shift
	Steel	Iron Defense
	Psychic	Psycho Boost
	Fight	Counter
	Normal	Bind

RANK	TYPE	MOVE NAME
	Normal	Wrap
	Psychic	Teleport
	Ground	Spikes
	Dark	Snatch
	Psychic	Zen Headbutt
	Psychic	Amnesia
	Normal	Recover
	Psychic	Mirror Coat
	Bug	Signal Beam

#386 Deoxys

TYPE: Psychic



STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●●●●●

HEIGHT: 1.7m / 5'07"
WEIGHT: 60kg / 132 lbs

BASE HP: 4
SUGGESTED RANK: Master

ABILITIES: Pressure

Pokédex has no data.
One member of the space crew mentioned a broad creature that could reflect their weapon's attacks back at them.
There was an explosion and the creature left, unscathed.

EVOLUTIVE STAGE: Unknown.


#386

RANK	TYPE	MOVE NAME
	Normal	Leer
	Ghost	Night Shade
	Dark	Knock Off
	Psychic	Psychic
	Psychic	Psycho Shift
	Psychic	Agility
	Psychic	Psycho Boost
	Poison	Toxic
	Normal	Bind

RANK	TYPE	MOVE NAME
	Normal	Wrap
	Normal	Double Team
	Dark	Pursuit
	Normal	Swift
	Psychic	Zen Headbutt
	Normal	Recover
	Normal	Extreme Speed
	Normal	Laser Focus
	Bug	Signal Beam

#386 Deoxys

TYPE: Psychic



STRENGTH ●●●●●●
DEXTERITY ●●●●●●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●●
INSIGHT ●●●●●

HEIGHT: 1.7m / 5'07"
WEIGHT: 60kg / 132 lbs

BASE HP: 4
SUGGESTED RANK: Master

ABILITIES: Pressure

Pokédex has no data.
The First officer mentioned a slim creature that moved too fast for the radar to register and the eye to see. She saw it for a split second before it supposedly attacked the other end of the ship.

EVOLUTIVE STAGE: Unknown.


#386

#387 Turtwig

TYPE: Grass



STRENGTH ●●○○○
DEXTERITY ●○○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 10kg / 22 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Overgrow

Tiny Leaf Pokémon
It makes its home close to lakes, although it is rare to find one. The shell on its back is made of hardened soil and should be moist for it to be healthy. It uses photosynthesis to get energy.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#387 #388 #389

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Grass	Absorb
	Ghost	Curse
	Grass	Mega Drain
	Grass	Synthesis
	Grass	Giga Drain
	Ground	Mud Slap
	Grass	Grass Pledge

RANK	TYPE	MOVE NAME
	Water	Withdraw
	Grass	Razor Leaf
	Dark	Bite
	Grass	Leech Seed
	Dark	Crunch
	Grass	Leaf Storm
	Grass	Seed Bomb

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Grass	Absorb
	Ghost	Curse
	Grass	Mega Drain
	Grass	Synthesis
	Grass	Giga Drain
	Fight	Superpower
	Grass	Grass Pledge

RANK	TYPE	MOVE NAME
	Water	Withdraw
	Grass	Razor Leaf
	Dark	Bite
	Grass	Leech Seed
	Dark	Crunch
	Grass	Leaf Storm
	Grass	Grass Terrain

#388 Grotle

TYPE: Grass



STRENGTH ●●○○○
DEXTERITY ●○○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1m / 3'07"
WEIGHT: 97kg / 213 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Overgrow

Grove Pokémon
Other Pokémon harass Grotle when the bushes on its back have berries or fruit. It patiently waits for others to finish eating before moving.
It loves clear water and it's good at finding cool ponds and springs.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.


#387 #388 #389

#389 Torterra

TYPE: Grass / Ground



STRENGTH ●●●○○
DEXTERITY ●●○○
VITALITY ●●●○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 2.2m / 7'03"
WEIGHT: 620kg /1366 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Overgrow

Continent Pokemon
Torterras travel in groups, mistaken as moving forests. Many pokémon make their nest on its back and live there for their entire lives.
Ancient people thought that they lived on the back of a giant Torterra.

EVOLUTIVE STAGE: Final.


#387 #388 #389

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Grass	Absorb
	Dark	Bite
	Ground	Earthquake
	Grass	Synthesis
	Grass	Wood Hammer
	Grass	Giga Drain
	Dragon	Outrage
	Grass	Frenzy Plant

RANK	TYPE	MOVE NAME
	Water	Withdraw
	Grass	Razor Leaf
	Ghost	Curse
	Grass	Mega Drain
	Grass	Leech Seed
	Dark	Crunch
	Grass	Leaf Storm
	Rock	Wide Guard

#390 Chimchar

TYPE: Fire



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 6kg / 13 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Blaze

Chimp Pokémon
They climb sheer cliffs to live at the top of the mountains. Small groups of them tend to visit human campings to steal food and objects. They are playful and will wreak havoc if they want to have fun.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#390 #391 #392

RANK	TYPE	MOVE NAME
	Normal	Leer
	Fire	Ember
	Normal	Fury Swipes
	Dark	Nasty Plot
	Normal	Facade
	Flying	Acrobatics
	Fire	Flamethrower
	Normal	Fake Out

RANK	TYPE	MOVE NAME
	Normal	Scratch
	Dark	Taunt
	Fire	Flame Wheel
	Dark	Torment
	Fire	Fire Spin
	Normal	Slack Off
	Normal	Helping Hand
	Fire	Fire Pledge

#391 Monferno

TYPE: Fire / Fight



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 0.9m / 2'11"
WEIGHT: 22kg / 48 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Blaze

Playful Pokémon
It bounces off walls and ceilings to launch aerial attacks. They live in packs in distant mountains. The size of their flame and the blue pattern on their faces determine their rank. They are small but very strong.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.


#390 #391 #392

RANK	TYPE	MOVE NAME
	Normal	Scratch
	Fire	Ember
	Fight	Mach Punch
	Fire	Flame Wheel
	Dark	Torment
	Fire	Fire Spin
	Normal	Slack Off
	Fire	Fire Punch
	Fire	Fire Pledge

RANK	TYPE	MOVE NAME
	Normal	Leer
	Dark	Taunt
	Normal	Fury Swipes
	Normal	Feint
	Fight	Close Combat
	Flying	Acrobatics
	Fire	Flare Blitz
	Electric	Thunder Punch

#392 Infernape

TYPE: Fire / Fight



STRENGTH ●●●○○
DEXTERITY ●●●○○
VITALITY ●●○○○
SPECIAL ●●●○○
INSIGHT ●●○○○

HEIGHT: 1.2m / 3'11"
WEIGHT: 55kg / 121 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Blaze

Flame Pokémon
Its fire crown showcases its proud and fiery nature. Infernape won't hesitate to fight bigger foes and will take on any challenge they face.
Once Infernape enters a battle, it won't back down until it wins.

EVOLUTIVE STAGE: Final.


#390 #391 #392

RANK	TYPE	MOVE NAME
	Normal	Leer
	Dark	Taunt
	Normal	Fury Swipes
	Normal	Feint
	Fire	Fire Spin
	Fight	Close Combat
	Flying	Acrobatics
	Normal	Endure
	Fire	Blast Burn

RANK	TYPE	MOVE NAME
	Normal	Scratch
	Fire	Ember
	Fight	Mach Punch
	Fire	Flame Wheel
	Dark	Punishment
	Fire	Flare Blitz
	Psychic	Calm Mind
	Dragon	Dual Chop

#393 Piplup



TYPE: Water

STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 5kg / 11 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Torrent

Penguin Pokémon
Piplups are extremely proud. They won't take anything from anyone nor accept being taken care of.
It lives along shores in northern countries. It is a good swimmer but terrible at walking, it trips over often.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Pound		Normal	Growl
	Water	Bubble		Water	Water Sport
	Flying	Peck		Water	Bubble Beam
	Normal	Bide		Normal	Fury Attack
	Water	Brine		Water	Whirlpool
	Ice	Mist		Flying	Drill Peck
	Water	Hydro Pump		Ice	Icy Wind
	Normal	Flail		Water	Water Pledge

#394 Prinplup



TYPE: Water

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 23kg / 50 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Torrent

Penguin Pokémon
Prinplups hunt in icy seas. They live solitary lives because they cannot stand company and will never form a group or a team. They believe they are the most important thing in the world, it's almost irritating.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Growl		Normal	Tackle
	Water	Bubble		Water	Water Sport
	Flying	Peck		Steel	Metal Claw
	Water	Bubble Beam		Normal	Bide
	Normal	Fury Attack		Water	Brine
	Water	Whirlpool		Ice	Mist
	Flying	Drill Peck		Water	Hydro Pump
	Psychic	Agility		Flying	Feather Dance
	Water	Water Pledge			

#395 Empoleon



TYPE: Water / Steel

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 1.7m / 5'07"
WEIGHT: 126kg /279 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Torrent

Emperor Pokémon
They are regal and arrogant. Their beaks slice apart the drifting ice while swimming as fast as a jet boat. They avoid unnecessary fights, but will crush and cleave anyone that hurts or threatens its pride.

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Tackle		Normal	Growl
	Water	Bubble		Normal	Swords Dance
	Flying	Peck		Steel	Metal Claw
	Water	Bubble Beam		Normal	Swagger
	Normal	Fury Attack		Water	Brine
	Water	Aqua Jet		Water	Whirlpool
	Ice	Mist		Flying	Drill Peck
	Water	Hydro Pump		Steel	Iron Defense
	Water	Aqua Ring		Water	Hydro Cannon

#396 Starly



TYPE: Flying / Normal

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 2kg / 4 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Keen Eye

Starling Pokémon
They flock in dozens because they are very weak on their own. They live around mountains and fields, chasing Bug Pokémon. Everyone hates their annoying and strident singing.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Growl		Normal	Tackle
	Normal	Quick Attack		Flying	Wing Attack
	Normal	Double Team		Normal	Endeavor
	Normal	Whirlwind		Flying	Aerial Ace
	Normal	Take Down		Psychic	Agility
	Flying	Brave Bird		Fight	Final Gambit
	Ghost	Astonish		Normal	Work Up
	Normal	Uproar			

#397 Staravia

TYPE: Flying / Normal



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 15kg / 34 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Intimidate

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.



Starling Pokémon
They lead a huge flock and fight other flocks for territory. If you leave it alone, it will start to make a horrible noise. It is a fierce but bad-mannered Pokémon. When they are too weak they abandon their flocks.

RANK	TYPE	MOVE NAME
	Normal	Growl
	Normal	Quick Attack
	Normal	Double Team
	Normal	Whirlwind
	Normal	Take Down
	Flying	Brave Bird
	Fight	Revenge
	Fight	Detect

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Flying	Wing Attack
	Normal	Endeavor
	Flying	Aerial Ace
	Psychic	Agility
	Fight	Final Gambit
	Normal	Uproar

#398 Staraptor

TYPE: Flying / Normal



STRENGTH ●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.2m / 3'11"
WEIGHT: 24kg / 54 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Intimidate

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



Predator Pokémon
Staraptor is a savage creature. They will never stop attacking even if they get injured,and will fight foes bigger than themselves. They are known to leave their flock to live on their own when they evolve.

RANK	TYPE	MOVE NAME
	Normal	Growl
	Normal	Quick Attack
	Normal	Double Team
	Normal	Whirlwind
	Normal	Take Down
	Psychic	Agility
	Fight	Final Gambit
	Flying	Roost

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Flying	Wing Attack
	Normal	Endeavor
	Flying	Aerial Ace
	Fight	Close Combat
	Flying	Brave Bird
	Dragon	Twister
	Steel	Steel Wing

#399 Bidoof

TYPE: Normal



STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 20kg / 24 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Simple & Unaware

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



Plump Mouse Pokémon
Steady as a mountain, Bidoof has nerves of steel so nothing can disturb its focus. It is agile, active and a great team worker. They live in huge packs alongside rivers; the dams they build are incredibly sturdy.

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Normal	Defense Curl
	Normal	Headbutt
	Normal	Yawn
	Psychic	Amnesia
	Normal	Swords Dance
	Fight	Superpower
	Water	Water Sport
	Normal	Last Resort

RANK	TYPE	MOVE NAME
	Normal	Growl
	Normal	Take Down
	Normal	Hyper Fang
	Dark	Crunch
	Rock	Rollout
	Normal	Super Fang
	Ghost	Curse
	Ground	Mud-Slap

#400 Bibarel

TYPE: Normal / Water



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1m / 3'03"
WEIGHT: 31kg / 69 lbs

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Simple & Unaware

EVOLUTIVE STAGE: Final.



Beaver Pokémon
Bibarels build dam streams with bark and mud. It is known as an industrious worker. Their constructions are very appreciated by people because a river dammed by Bibarel will never overflow.

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Normal	Growl
	Rock	Rollout
	Normal	Headbutt
	Normal	Yawn
	Psychic	Amnesia
	Normal	Swords Dance
	Fight	Superpower
	Water	Aqua Tail
	Fight	Focus Punch

RANK	TYPE	MOVE NAME
	Normal	Take Down
	Normal	Defense Curl
	Water	Water Gun
	Normal	Hyper Fang
	Dark	Crunch
	Ground	Rototiller
	Normal	Super Fang
	Ghost	Curse
	Rock	Stealth Rock

#401 Kricketot

TYPE: Bug



STRENGTH	●○○
DEXTERITY	●○○
VITALITY	●○○
SPECIAL	●○○
INSIGHT	●○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 2kg / 4 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Shed Skin

Cricket Pokémon
If you hear a xilophone-like sound at night it means that this Pokémon is roaming close. It communicates by making rythmic sounds with its antennae. It is not aggressive and feeds on honey and tree sap.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Fast.


#401

#402

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Growl		Normal	Bide
	Bug	Struggle Bug		Bug	Bug Bite
	Normal	Uproar			
	Bug	String Shot			

#402 Kricketune

TYPE: Bug



STRENGTH	●●○○
DEXTERITY	●●○○
VITALITY	●●○○
SPECIAL	●●○○
INSIGHT	●●○○

HEIGHT: 1m / 3'03"
WEIGHT: 25kg / 56 lbs

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Shed Skin

Cricket Pokémon
It can make all kind of sounds with its antennae, arms and mouth. It signals emotions with different tunes but scientists still cannot define what they mean.
They immitate the songs they hear.

EVOLUTIVE STAGE: Final.


#401

#402

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Growl		Normal	Bide
	Bug	Fury Cutter		Grass	Absorb
	Normal	Sing		Normal	Focus Energy
	Normal	Slash		Bug	X-Scissor
	Normal	Screech		Bug	Fell Stinger
	Dark	Taunt		Dark	Night Slash
	Bug	Sticky Web		Bug	Bug Buzz
	Normal	Perish Song		Normal	Hyper Voice
	Bug	Silver Wind		Ground	Mud Slap

#403 Shinx

TYPE: Electric



STRENGTH	●●○○
DEXTERITY	●●○○
VITALITY	●○○
SPECIAL	●○○
INSIGHT	●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 9kg / 20 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Rivalry & Intimidate

Flash Pokémon
Its body transforms the energy of its own muscles into electricity. When in danger, their whole fur shines in a flash to blind the foes.
They live with their parents and sibilings in small prides.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#403

#404

#405

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Tackle		Normal	Leer
	Electric	Charge		Fairy	Baby-Doll Eyes
	Electric	Spark		Dark	Bite
	Normal	Roar		Normal	Swagger
	Electric	Thunder Fang		Dark	Crunch
	Normal	Scary Face		Electric	Discharge
	Electric	Wild Charge		Normal	Howl
	Ice	Ice Fang		Fire	Fire Fang

#404 Luxio

TYPE: Electric



STRENGTH	●●○○
DEXTERITY	●●○○
VITALITY	●●○○
SPECIAL	●●○○
INSIGHT	●●○○

HEIGHT: 0.9m / 2'11"
WEIGHT: 30kg / 67 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Rivalry & Intimidate

Spark Pokémon
Female Luxios stay with the pride but males roam in marauding groups, trying to become strong enough to make their own pride. Its claws and teeth are charged with electricity, approach with caution.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.


#403

#404

#405

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Tackle		Normal	Leer
	Electric	Charge		Fairy	Baby-Doll Eyes
	Electric	Spark		Dark	Bite
	Normal	Roar		Normal	Swagger
	Electric	Thunder Fang		Dark	Crunch
	Normal	Scary Face		Electric	Discharge
	Electric	Wild Charge		Normal	Howl
	Ice	Ice Fang		Fire	Fire Fang

#405 Luxray



TYPE: Electric

STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 1.4m / 4'07"
WEIGHT: 84kg / 184 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Rivalry & Intimidate

EVOLUTIVE STAGE: Final.


#403 #404 #405

Gleam Eyes Pokémon
It is said that it can see through walls. This Pokémon can easily find hiding prey and locate its young. Male Luxrays can be found roaming alone, patrolling their territory; the females hunt in groups.

RANK	TYPE	MOVE NAME
	Normal	Leer
	Electric	Electric Terrain
	Electric	Spark
	Normal	Roar
	Electric	Thunder Fang
	Normal	Scary Face
	Electric	Wild Charge
	Dark	Night Slash

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Electric	Charge
	Dark	Bite
	Normal	Swagger
	Dark	Crunch
	Electric	Discharge
	Electric	Magnet Rise
	Fight	Superpower

#406 Budew



TYPE: Grass / Poison

STRENGTH ●○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 0.2m / 0'08"
WEIGHT: 1kg / 2 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Natural Cure & Poison Point

EVOLUTIVE STAGE: First.
EVOLVES WITH: Happiness 4.


#406 #315 #407

Bud Pokémon
It blossoms near clear ponds. Budew needs nurturing and care to grow healthy and beautiful, otherwise its bud will never bloom.
If threatened, they will reveal their small but poisonous thorns.

RANK	TYPE	MOVE NAME
	Grass	Absorb
	Water	Water Sport
	Grass	Mega Drain
	Ground	Spikes
	Normal	Endure

RANK	TYPE	MOVE NAME
	Normal	Growth
	Grass	Stun Spore
	Grass	Worry Seed
	Psychic	Extrasensory

#407 Roserade



TYPE: Grass / Poison

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 0.9m / 3'00"
WEIGHT: 30kg / 66 lbs

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Natural Cure & Poison Point

EVOLUTIVE STAGE: Final.


#406 #315 #407

Bouquet Pokémon
Luring prey with a sweet scent, it uses the poison on its thorn-filled arm-whips to poison, bind and finish off the prey. It has a dangerous appeal mixed with a graceful personality. It's very rare in the wild.

RANK	TYPE	MOVE NAME
	Poison	Poison Sting
	Normal	Weather Ball
	Grass	Mega Drain
	Normal	Sweet Scent
	Grass	Leaf Storm

RANK	TYPE	MOVE NAME
	Grass	Grassy Terrain
	Poison	Venom Drench
	Grass	Magical Leaf
	Psychic	Extrasensory
	Bug	Pin Missile

#408 Cranidos



TYPE: Rock

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.9m / 3'00"
WEIGHT: 31kg / 69 lbs

BASE HP: 3
SUGGESTED RANK: Amateur

ABILITIES: Mold Breaker

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#408 #409

Head Butt Pokémon
It was resurrected from an iron ball-like fossil. It downs prey with headbutts and tramples trees and walls with ease. They were plentiful 100 million years ago. You can't find one nowdays except as a fossil.

RANK	TYPE	MOVE NAME
	Normal	Focus Energy
	Normal	Take Down
	Normal	Headbutt
	Dark	Assurance
	Rock	Ancient Power
	Normal	Screech
	Fight	Superpower
	Fight	Hammer Arm

RANK	TYPE	MOVE NAME
	Normal	Leer
	Dark	Pursuit
	Normal	Scary Face
	Normal	Chip Away
	Psychic	Zen Headbutt
	Rock	Head Smash
	Steel	Iron Head

#409 Rampardos

TYPE: Rock



STRENGTH ●●●●○○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.6m / 5'03"
WEIGHT: 204kg /552 lbs

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Mold Breaker

EVOLUTIVE STAGE: Final.


#408 #409

Head Butt Pokémon
Its skull withstands any magnitude of impact. As a result, its brain never gets the chance to grow, this may have been the cause of its extintion. It is capable of rolling a truck over with a single strike.

RANK	TYPE	MOVE NAME
○	Normal	Focus Energy
○	Normal	Take Down
○	Normal	Headbutt
○	Dark	Assurance
○	Normal	Endeavor
○	Psychic	Zen Headbutt
○	Rock	Head Smash
○	Steel	Iron Head

RANK	TYPE	MOVE NAME
○	Normal	Leer
○	Dark	Pursuit
○	Normal	Scary Face
○	Normal	Chip Away
○	Rock	Ancient Power
○	Normal	Screech
○	Fight	Superpower
○	Dragon	Outrage

#410 Shieldon

TYPE: Rock / Steel



STRENGTH ●●○
DEXTERITY ●●○
VITALITY ●●●○○
SPECIAL ●●○
INSIGHT ●●○○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 57kg / 125 lbs

BASE HP: 3
SUGGESTED RANK: Amateur

ABILITIES: Sturdy

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#410 #411

Shield Pokémon
It was cloned from a fossil dug out from a layer of clay. It is outstandingly armored. As a result, it can eat grass and berries without having to fight many Pokémon who would dare to prey on it.

RANK	TYPE	MOVE NAME
○	Normal	Tackle
○	Dark	Taunt
○	Normal	Take Down
○	Normal	Swagger
○	Normal	Endure
○	Steel	Iron Head
○	Psychic	Guard Split
○	Fight	Counter

RANK	TYPE	MOVE NAME
○	Normal	Protect
○	Steel	Metal Sound
○	Steel	Iron Defense
○	Rock	Ancient Power
○	Steel	Metal Burst
○	Steel	Heavy Slam
○	Rock	Wide Guard

#411 Bastiodon

TYPE: Rock / Steel



STRENGTH ●●○
DEXTERITY ●●○
VITALITY ●●●●○○○○
SPECIAL ●●○○
INSIGHT ●●●○○○

HEIGHT: 1.3m / 4'03"
WEIGHT: 600kg /1322 lbs

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Sturdy

EVOLUTIVE STAGE: Final.


#410 #411

Shield Pokémon
They lived in herds, millions of years ago. They would line together to shield their young. Despite its rough and scary exterior, this Pokémon is calm, gentle natured and a strict herbivore.

RANK	TYPE	MOVE NAME
○	Normal	Tackle
○	Dark	Taunt
○	Normal	Take Down
○	Normal	Swagger
○	Normal	Block
○	Steel	Metal Burst
○	Steel	Heavy Slam
○	Rock	Wide Guard

RANK	TYPE	MOVE NAME
○	Normal	Protect
○	Steel	Metal Sound
○	Steel	Iron Defense
○	Rock	Ancient Power
○	Normal	Endure
○	Steel	Iron Head
○	Psychic	Guard Split
○	Ground	Fissure

#412 Burmy

TYPE: Bug



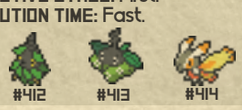
STRENGTH ●●○
DEXTERITY ●●○
VITALITY ●●○○
SPECIAL ●●○
INSIGHT ●●○○

HEIGHT: 0.2m / 0'08"
WEIGHT: 3kg / 7 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Shed Skin

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Fast.


#412 #413 #414

Bagworm Pokémon
This Pokémon has adapted to live in the forests, deserts and in the city. It makes a cloak with the materials close to it to protect itself from the weather. Males evolve into a Mothim and females into a Wormadam.

RANK	TYPE	MOVE NAME
○	Normal	Protect
○	Bug	Bug Bite
○	Electric	Electroweb

RANK	TYPE	MOVE NAME
○	Normal	Tackle
○	Normal	Hidden Power
○	Bug	String Shot

#413 Wormadam

TYPE: Bug / Grass



HEIGHT: 0.5m / 1'08"
WEIGHT: 6kg / 14 lbs

Bagworm Pokémon
When Burmy evolved, its Grass cloak became a part of its body. For this reason there are many variations in body and type. It is a calm Pokémon that loves flowers.
This Pokémon is female only.

STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Anticipation

EVOLUTIVE STAGE: Final.
EVOLVED BY: Being Female.


#412 #413 #414

RANK	TYPE	MOVE NAME
1	Normal	Protect
1	Normal	Captivate
1	Bug	Bug Bite
1	Psychic	Confusion
1	Normal	Growth
2	Bug	Quiver Dance
2	Normal	Attract
2	Grass	Leaf Storm
3	Grass	Synthesis
3	Grass	Giga Drain

RANK	TYPE	MOVE NAME
1	Normal	Tackle
1	Normal	Flail
1	Normal	Hidden Power
1	Grass	Razor Leaf
1	Psychic	Psybeam
2	Dark	Sucker Punch
2	Psychic	Psychic
2	Bug	Bug Buzz
3	Electric	Electro Web

#413 Wormadam

TYPE: Bug / Steel



HEIGHT: 0.5m / 1'08"
WEIGHT: 6kg / 14 lbs

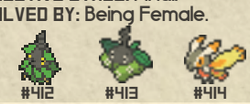
Bagworm Pokémon
When Burmy evolved, its Trash cloak became a part of its body. For this reason there are many variations in body and type. It is a calm Pokémon that loves foil wrapping.
This Pokémon is female only.

STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●●○○○

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Anticipation

EVOLUTIVE STAGE: Final.
EVOLVED BY: Being Female.


#412 #413 #414

RANK	TYPE	MOVE NAME
1	Normal	Protect
1	Normal	Flail
1	Bug	Bug Bite
1	Steel	Mirror Shot
1	Psychic	Psybeam
2	Bug	Quiver Dance
2	Psychic	Psychic
2	Bug	Bug Buzz
3	Steel	Iron Defense

RANK	TYPE	MOVE NAME
1	Normal	Tackle
1	Normal	Captivate
1	Normal	Hidden Power
1	Steel	Metal Sound
1	Dark	Sucker Punch
2	Normal	Attract
2	Steel	Iron Head
3	Electric	Electro Web
3	Grass	Synthesis

#413 Wormadam

TYPE: Bug / Ground



HEIGHT: 0.5m / 1'08"
WEIGHT: 6kg / 14 lbs

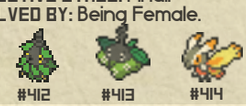
Bagworm Pokémon
When Burmy evolved, its Sand cloak became a part of its body. For this reason there are many variations in body and type. It is a calm Pokémon that loves odd-shaped stones.
This Pokémon is female only.

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Anticipation

EVOLUTIVE STAGE: Final.
EVOLVED BY: Being Female.


#412 #413 #414

RANK	TYPE	MOVE NAME
1	Normal	Protect
1	Normal	Captivate
1	Bug	Bug Bite
1	Psychic	Confusion
1	Normal	Harden
2	Bug	Quiver Dance
2	Normal	Attract
2	Ground	Fissure
3	Grass	Synthesis
3	Rock	Stealth Rock

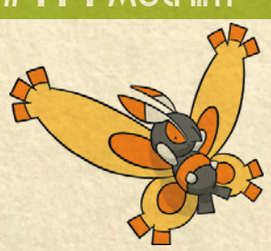
RANK	TYPE	MOVE NAME
1	Normal	Tackle
1	Normal	Flail
1	Normal	Hidden Power
1	Rock	Rock Blast
1	Psychic	Psybeam
2	Dark	Sucker Punch
2	Psychic	Psychic
2	Bug	Bug Buzz
3	Electric	Electro Web

RANK	TYPE	MOVE NAME
1	Normal	Tackle
1	Normal	Hidden Power
1	Flying	Gust
1	Psychic	Psybeam
1	Bug	Silver Wind
2	Psychic	Psychic
2	Bug	Lunge
3	Electric	Electro Web
3	Grass	Giga Drain

RANK	TYPE	MOVE NAME
1	Bug	Bug Bite
1	Psychic	Confusion
1	Poison	Poison Powder
1	Normal	Camouflage
1	Flying	Air Slash
2	Bug	Bug Buzz
2	Bug	Quiver Dance
3	Dragon	Twister

#414 Mothim

TYPE: Bug / Flying



HEIGHT: 0.9 m / 3'00"
WEIGHT: 23kg / 51 lbs

Moth Pokémon
It flies near the mountains in search of honey. It is an opportunist and won't gather any honey by itself, instead Mothim steals from Combee hives and other Pokémon.
This Pokémon is male only.

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Swarm

EVOLUTIVE STAGE: Final.
EVOLVED BY: Being Male.


#412 #413 #414

#415 Combee

TYPE: Bug / Flying



STRENGTH ●○○
DEXTERITY ●●○○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 5kg / 12 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Honey Gather

Tiny Bee Pokémon
It forms hives around trees. It flies all day sipping the nectar from flowers to make honey. It is usually born a male. If a female is born, it will grow into a Vespiqueen and start its own Hive.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow. Female only.


#415 #416

RANK	TYPE	MOVE NAME
○	Normal	Sweet Scent
○	Bug	Bug Bite
○	Flying	Tailwind
○	Normal	Endeavor

RANK	TYPE	MOVE NAME
○	Flying	Gust
○	Bug	Bug Buzz
○	Normal	Swift

#416 Vespiquen

TYPE: Bug / Flying



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○○

HEIGHT: 1.2m / 4'00"
WEIGHT: 38kg / 84 lbs

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Pressure

Beehive Pokémon
This Pokémon is female only.
It raises grubs in the holes in its body and secretes pheromones to control Combee to fight and gather honey for her. It is a royal Pokémon that won't take orders from anyone.

EVOLUTIVE STAGE: Final.


#415 #416

RANK	TYPE	MOVE NAME
○	Normal	Sweet Scent
○	Poison	Poison Sting
○	Bug	Fury Cutter
○	Bug	Fell Stinger
○	Normal	Fury Swipes
○	Normal	Slash
○	Bug	Heal Order
○	Flying	Air Slash
○	Ghost	Destiny Bond
○	Bug	Signal Beam
○	Ghost	Ominous Wind

RANK	TYPE	MOVE NAME
○	Flying	Gust
○	Ghost	Confuse Ray
○	Dark	Pursuit
○	Bug	Attack Order
○	Bug	Defend Order
○	Rock	Power Gem
○	Poison	Toxic
○	Normal	Captivate
○	Normal	Swagger
○	Normal	Endure

#417 Pachirisu

TYPE: Electric



STRENGTH ●●○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 4kg / 8 lbs

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Run Away & Pick Up

EleSquirrel Pokémon
It lives on top of the trees, gathering food for the cold winter months. It keeps warm by making fur balls charged with static electricity. Like other electric rodents, it stores electricity on its cheek pouches.

EVOLUTIVE STAGE: Final.


#417

RANK	TYPE	MOVE NAME
○	Normal	Growl
○	Normal	Quick Attack
○	Electric	Spark
○	Electric	Nuzzle
○	Electric	Electro Ball
○	Electric	Thunder Wave
○	Electric	Discharge
○	Normal	Hyper Fang
○	Grass	Seed Bomb

RANK	TYPE	MOVE NAME
○	Normal	Bide
○	Fairy	Charm
○	Normal	Endure
○	Normal	Swift
○	Fairy	Sweet Kiss
○	Normal	Super Fang
○	Normal	Last Resort
○	Normal	Follow Me
○	Dark	Fake Tears

#418 Buizel

TYPE: Water



STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 29kg / 65 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Swift Swim

Sea Weasel Pokémon
It is usually seen close to streams and rivers. Buizel swims by rotating its two tails like a screw, the sack around its neck swells to help it float or deflates to dive underwater and catch prey.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#418 #419

RANK	TYPE	MOVE NAME
○	Normal	Sonic Boom
○	Water	Water Sport
○	Water	Water Gun
○	Normal	Swift
○	Normal	Double Hit
○	Normal	Razor Wind
○	Psychic	Agility
○	Ice	Ice Punch
○	Water	Aqua Ring

RANK	TYPE	MOVE NAME
○	Normal	Growl
○	Normal	Quick Attack
○	Dark	Pursuit
○	Water	Aqua Jet
○	Water	Whirlpool
○	Water	Aqua Tail
○	Water	Hydro Pump
○	Normal	Tail Slap

#419 Floatzel

TYPE: Water



STRENGTH ●●●○○
DEXTERITY ●●●○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 1.1m / 3'07"
WEIGHT: 33kg / 73 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Swift Swim

EVOLUTIVE STAGE: Final.


#418

#419

Sea Weasel Pokémon
It floats using its well-developed sack. They roam close to fishing spots to steal an easy meal. People allow them to hang around their boats because they help whenever a person falls into the water.

RANK	TYPE	MOVE NAME
○	Normal	Sonic Boom
●	Water	Water Sport
●	Ice	Ice Fang
○	Water	Water Gun
○	Normal	Swift
○	Normal	Double Hit
○	Dark	Crunch
○	Psychic	Agility
●	Ice	Ice Punch
●	Water	Aqua Ring

RANK	TYPE	MOVE NAME
○	Normal	Growl
●	Normal	Quick Attack
●	Normal	Razor Wind
○	Dark	Pursuit
●	Water	Aqua Jet
●	Water	Whirlpool
○	Water	Aqua Tail
○	Water	Hydro Pump
●	Steel	Iron Tail

#420 Cherubi

TYPE: Grass



STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 3kg / 7 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Chlorophyll

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Fast.


#420

#421

Cherry Pokémon
It hides on bushes while absorbing the sunlight. Their small heads store the energy needed for evolution, but this small head is frequently eaten by other Pokémon and people so it's hard for them to evolve.

RANK	TYPE	MOVE NAME
○	Normal	Tackle
●	Normal	Growth
○	Normal	Helping Hand
○	Fire	Sunny Day
○	Normal	Take Down
○	Normal	Lucky Chant
●	Psychic	Heal Pulse
●	Normal	Nature Power

RANK	TYPE	MOVE NAME
●	Grass	Leech Seed
○	Normal	Morning Sun
○	Grass	Magical Leaf
○	Grass	Worry Seed
○	Grass	Solar Beam
○	Grass	Petal Blizzard
●	Normal	Weather Ball

#421 Cherrim

TYPE: Grass



STRENGTH ●●○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 9kg / 20 lbs

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Flower Gift

EVOLUTIVE STAGE: Final.


#420

#421

Blossom Pokémon
Cherrims bloom during times of strong sunlight, their petals open fully and radiant. If the sun is not visible, it will remain as a closed bud, barely moving trying to preserve its energy.

RANK	TYPE	MOVE NAME
○	Normal	Tackle
●	Normal	Growth
○	Normal	Helping Hand
○	Fire	Sunny Day
○	Grass	Worry Seed
○	Grass	Solar Beam
○	Grass	Petal Blizzard
●	Psychic	Heal Pulse

RANK	TYPE	MOVE NAME
●	Grass	Leech Seed
○	Normal	Morning Sun
○	Grass	Magical Leaf
○	Grass	Petal Dance
○	Normal	Take Down
○	Normal	Lucky Chant
●	Grass	Aromatherapy
●	Grass	Synthesis

#422 Shellos

TYPE: Water



STRENGTH ●●○
DEXTERITY ●○○
VITALITY ●●○
SPECIAL ●●○
INSIGHT ●●○

HEIGHT: 0.3m / 1'00"
WEIGHT: 6kg / 12 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Sticky Hold & Storm Drain

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#422

#423

Sea Slug Pokémon
Its shape and coloration change depending on its habitat of salt or sweet water. Their body is very soft and squishy but they can stretch long lenghts. It releases a purple liquid from its body if threatened.

RANK	TYPE	MOVE NAME
○	Ground	Mud Slap
●	Normal	Harden
●	Ground	Mud Bomb
○	Water	Rain Dance
○	Water	Muddy Water
●	Poison	Acid Armor
●	Ground	Earth Power

RANK	TYPE	MOVE NAME
○	Ground	Mud Sport
●	Water	Water Pulse
○	Normal	Hidden Power
○	Normal	Body Slam
○	Normal	Recover
●	Psychic	Amnesia

#423 Gastrodon

TYPE: Water / Ground



STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.9m / 3'00"
WEIGHT: 30kg / 66 lbs

BASE HP: 6
SUGGESTED RANK: Amateur

ABILITIES: Sticky Hold & Storm Drain

EVOLUTIVE STAGE: Final.


#422 #423

Sea Slug Pokémon
It has a pliable body without any bones. If any part of its body is torn off, it will grow back in minutes. There is evidence that it had a hard shell on its back for protection in prehistoric times.

RANK	TYPE	MOVE NAME
○	Ground	Mud Slap
○	Normal	Harden
○	Ground	Mud Bomb
○	Water	Rain Dance
○	Water	Muddy Water
○	Poison	Acid Armor
○	Ground	Fissure

RANK	TYPE	MOVE NAME
○	Ground	Mud Sport
○	Water	Water Pulse
○	Normal	Hidden Power
○	Normal	Body Slam
○	Normal	Recover
○	Fight	Counter

RANK	TYPE	MOVE NAME
○	Normal	Scratch
○	Ground	Sand Attack
○	Dragon	Dual Chop
○	Normal	Tickle
○	Normal	Swift
○	Psychic	Agility
○	Dark	Fling
○	Normal	Last Resort
○	Grass	Seed Bomb

RANK	TYPE	MOVE NAME
○	Normal	Tail Whip
○	Ghost	Astonish
○	Normal	Baton Pass
○	Normal	Fury Swipes
○	Normal	Screech
○	Normal	Double Hit
○	Dark	Nasty Plot
○	Normal	Fake Out
○	Ice	Ice Punch

#424 Ambipom

TYPE: Normal



STRENGTH ●●●○○
DEXTERITY ●●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.2m / 4'00"
WEIGHT: 20kg / 44 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Technician & Pick Up

EVOLUTIVE STAGE: Final.


#190 #429

Long Tail Pokémon
They live in large colonies on the tallest trees, linking their tails to show friendship among herd mates. It loves fresh fruit. Ambipom uses its two tails better than its own arms to swing around.

#425 Drifloon

TYPE: Ghost / Flying



STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 1kg / 2 lbs

BASE HP: 3
SUGGESTED RANK: Amateur

ABILITIES: Aftermath & Unburden

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#425 #426

Balloon Pokémon
A Pokémon formed by the spirits of lost people and Pokémon. Children who mistake it for a real balloon often end up missing. Because it floats aimlessly, an old folktale calls it the "Signpost for Wandering Spirits."

RANK	TYPE	MOVE NAME
○	Normal	Constrict
○	Ghost	Astonish
○	Normal	Focus Energy
○	Ghost	Ominous Wind
○	Ghost	Hex
○	Normal	Spit Up
○	Psychic	Amnesia
○	Normal	Explosion
○	Normal	Weather Ball

RANK	TYPE	MOVE NAME
○	Normal	Minimize
○	Flying	Gust
○	Dark	Payback
○	Normal	Stockpile
○	Normal	Swallow
○	Ghost	Shadow Ball
○	Normal	Baton Pass
○	Normal	Disable
○	Dark	Sucker Punch

RANK	TYPE	MOVE NAME
○	Normal	Constrict
○	Ghost	Astonish
○	Normal	Focus Energy
○	Ghost	Ominous Wind
○	Ghost	Hex
○	Normal	Spit Up
○	Psychic	Amnesia
○	Normal	Explosion
○	Dark	Sucker Punch
○	Ice	Icy Wind

RANK	TYPE	MOVE NAME
○	Normal	Minimize
○	Flying	Gust
○	Dark	Payback
○	Normal	Stockpile
○	Normal	Swallow
○	Ghost	Shadow Ball
○	Normal	Baton Pass
○	Ghost	Phantom Force
○	Electric	Shockwave

#426 Drifblim

TYPE: Ghost / Flying



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 1.2m / 4'00"
WEIGHT: 15kg / 33 lbs

BASE HP: 7
SUGGESTED RANK: Ace

ABILITIES: Aftermath & Unburden

EVOLUTIVE STAGE: Final.


#425 #426

Blimp Pokémon
They float in groups in the evenings, sometimes carrying people or Pokémon. If you notice them, they suddenly vanish. No one knows where they go at night, and those who follow them never return.

#427 Buneary



TYPE: Normal

STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 5kg / 12 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Run Away & Klutz

Rabbit Pokémon
Lives in forest, grasslands and even snowy mountains. It forms burrows and uses its soft fur to make nests and keep warm. You can see how it feels for the position of its ears. They are easily scared by humans.

EVOLUTIVE STAGE: First.
EVOLVES WITH: Happiness 4.


#427

#428

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Defense Curl		Normal	Splash
	Normal	Pound		Normal	Foresight
	Normal	Endure		Fairy	Baby-Doll Eyes
	Normal	Frustration		Normal	Quick Attack
	Fight	Jump Kick		Normal	Baton Pass
	Psychic	Agility		Normal	Dizzy Punch
	Fairy	Charm		Normal	After You
	Normal	Entrainment		Flying	Bounce
	Psychic	Healing Wish		Psychic	Cosmic Power
	Normal	Fake Out		Fairy	Sweet Kiss

#428 Lopunny



TYPE: Normal

STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●●○○○

HEIGHT: 1.2m / 4'00"
WEIGHT: 33kg / 73 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Cute Charm & Klutz

Rabbit Pokémon
Lopunny is extremely cautious, it quickly bounds off when it senses danger. If they are touched roughly, they throw kicks and jump away. Keep the fur it sheds as it's highly valued to make quality yarn.

EVOLUTIVE STAGE: Final.


#427

#428

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Defense Curl		Normal	Splash
	Normal	Pound		Normal	Foresight
	Normal	Endure		Normal	Return
	Flying	Bounce		Ground	Rototiller
	Psychic	Mirror Coat		Psychic	Magic Coat
	Normal	Quick Attack		Fight	Jump Kick
	Normal	Baton Pass		Psychic	Agility
	Normal	Dizzy Punch		Normal	After You
	Fairy	Charm		Normal	Entrainment
	Psychic	Healing Wish		Fight	High Jump Kick
	Psychic	Cosmic Power		Normal	Teeter Dance
	Normal	Fake Out			

Mega-Lopunny



TYPE: Normal / Fight

STRENGTH ●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●●○○○

HEIGHT: 1.3m / 4'03"
WEIGHT: 28kg / 62 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Scrappy

Rabbit Pokémon
The power of the Mega Stone awakens its combative nature. Most of its fur is lost due to constant fighting, even its ears are used as weapons, whipping foes with heavy hits.

EVOLUTIVE STAGE: Mega Evolution.


#428

#428

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Defense Curl		Normal	Splash
	Normal	Pound		Normal	Foresight
	Normal	Endure		Normal	Return
	Flying	Bounce		Ground	Rototiller
	Psychic	Mirror Coat		Psychic	Magic Coat
	Normal	Quick Attack		Fight	Jump Kick
	Normal	Baton Pass		Psychic	Agility
	Normal	Dizzy Punch		Normal	After You
	Fairy	Charm		Normal	Entrainment
	Psychic	Healing Wish		Fight	High Jump Kick
	Psychic	Cosmic Power		Normal	Teeter Dance
	Normal	Fake Out			

#429 Mismagius



TYPE: Ghost

STRENGTH ●●○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 0.9m / 3'00"
WEIGHT: 4kg / 9 lbs

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Levitate

Magical Pokémon
Extremely rare. Their cries sound like incantations, hearing them gives you bad headaches and hallucinations. It is said that some Mismagius are benevolent and have granted good fortune to people they like.

EVOLUTIVE STAGE: Final.


#200

#429

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Growl		Grass	Magical Leaf
	Normal	Lucky Chant		Ghost	Astonish
	Rock	Power Gem		Psychic	Psywave
	Ghost	Spite		Ghost	Phantom Force
	Fire	Mystical Fire		Psychic	Wonder Room
	Dark	Foul Play		Dark	Nasty Plot

#430 Honchkrow

TYPE: Dark / Flying



RANK	TYPE	MOVE NAME
1	Ghost	Astonish
5	Dark	Pursuit
10	Dark	Dark Pulse
15	Normal	Swagger
20	Dark	Foul Play
25	Dark	Sucker Punch
30	Fire	Heat Wave
35	Flying	Wing Attack
40	Ice	Haze
45	Dark	Night Slash
50	Dark	Nasty Plot
55	Dark	Quash
60	Normal	Perish Song
65	Flying	Air Cutter

STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○

HEIGHT: 0.9m / 3'00"
WEIGHT: 27kg / 60 lbs

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Insomnia & Super Luck

EVOLUTIVE STAGE: Final.


#198

#430

Big Boss Pokémon
It lets out a deep cry to summon Murkrows, which fetch food and shiny objects to Honchkrow. It is, however, a tyrant to the Murkrow. It only goes out at night to carry out evil deeds.

#431 Glameow

TYPE: Normal



RANK	TYPE	MOVE NAME
1	Normal	Fake Out
5	Normal	Growl
10	Dark	Feint Attack
15	Fairy	Charm
20	Normal	Captivate
25	Normal	Attract
30	Dark	Hone Claws
35	Dark	Foul Play
40	Normal	Super Fang
45	Normal	Scratch
50	Psychic	Hypnosis
55	Normal	Fury Swipes
60	Normal	Assist
65	Normal	Slash
70	Dark	Sucker Punch
75	Fairy	Play Rough
80	Dark	Fake Tears

STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 4kg / 8 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Limber & Own Tempo

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#431

#432

Catty Pokémon
It is plentiful in urban areas, as it is a popular pet. It has a very fickle nature, purring in happiness one second, then hooking its claws into its trainer's nose. It loves to be admired and pampered.

#432 Purugly

TYPE: Normal



RANK	TYPE	MOVE NAME
1	Normal	Fake Out
5	Normal	Growl
10	Dark	Feint Attack
15	Fairy	Charm
20	Normal	Captivate
25	Normal	Swagger
30	Normal	Attract
35	Normal	Last Resort
40	Fight	Wake-Up Slap
45	Normal	Scratch
50	Psychic	Hypnosis
55	Normal	Fury Swipes
60	Normal	Assist
65	Normal	Slash
70	Normal	Body Slam
75	Dark	Hone Claws
80	Normal	Hyper Voice

STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1m / 3'03"
WEIGHT: 43kg / 96 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Thick Fat & Own Tempo

EVOLUTIVE STAGE: Final.


#431

#432

Tiger Cat Pokémon
It becomes wilder and aggressive after evolving. It is known to claim other Pokémon nests as its own.
It will make itself appear bigger and glare with piercing eyes to achieve dominance over someone.

#433 Chingling

TYPE: Psychic



RANK	TYPE	MOVE NAME
1	Normal	Wrap
5	Ghost	Astonish
10	Psychic	Confusion
15	Normal	Last Resort
20	Psychic	Cosmic Power
25	Psychic	Future Sight
30	Normal	Growl
35	Normal	Yawn
40	Normal	Uproar
45	Normal	Entrainment
50	Normal	Recover

STRENGTH ●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.2m / 0'08"
WEIGHT: 0.6kg / 1 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Levitate

EVOLUTIVE STAGE: First.
EVOLVES WITH: Happiness 4.


#433

#358

Bell Pokémon
It has a ball inside its mouth that makes a ringing sound when it hops around. To defend itself, it will emit low frequency cries that deafen its foes. However this sound is not audible to humans.

#434 Stunky

TYPE: Poison / Dark

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●○○○○
INSIGHT ●○○○○



HEIGHT: 0.4 m / 1'04"
WEIGHT: 19kg / 42 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Stench & Aftermath

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#434 #435

Skunk Pokémon
Over the years they have moved closer to towns and other human settlements. They release a foul liquid from their rear that stinks for days to scare away predators.
But sometimes they do it just for fun.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Scratch		Normal	Focus Energy
	Poison	Poison Gas		Normal	Screech
	Normal	Fury Swipes		Normal	Smokescreen
	Normal	Feint		Dark	Bite
	Normal	Slash		Poison	Toxic
	Poison	Acid Spray		Poison	Venom Drench
	Dark	Night Slash		Dark	Memento
	Poison	Belch		Normal	Explosion
	Fairy	Play Rough		Dark	Sucker Punch
	Fire	Flame Burst			

#435 Skuntank

TYPE: Poison / Dark

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○



HEIGHT: 1m / 3'03"
WEIGHT: 38kg / 53 lbs

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Stench & Aftermath

EVOLUTIVE STAGE: Final.


#434 #435

Skunk Pokémon
It sprays a reeking fluid from its tail. The fluid smells worse the longer it is allowed to fester. It is vulnerable to attacks that come from above due to its exuberant tail. When it's relaxed it doesn't smell bad.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Scratch		Normal	Focus Energy
	Poison	Poison Gas		Normal	Screech
	Normal	Fury Swipes		Normal	Smokescreen
	Normal	Feint		Dark	Bite
	Normal	Slash		Poison	Toxic
	Poison	Acid Spray		Fire	Flamethrower
	Poison	Venom Drench		Dark	Night Slash
	Dark	Memento		Poison	Belch
	Normal	Explosion		Dark	Sucker Punch
	Fairy	Play Rough		Normal	Scary Face

#436 Bronzor

TYPE: Steel / Psychic

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○



HEIGHT: 0.5m / 1'08"
WEIGHT: 60kg / 133 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Levitate & Heatproof

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#436 #437

Bronze Pokémon
They are found in ancient tombs and temples. Objects shaped like Bronzor have been found within the vaults. Bronzors reflect images like mirrors, people say that this reflection shows the future.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Tackle		Psychic	Confusion
	Psychic	Hypnosis		Psychic	Imprison
	Ghost	Confuse Ray		Psychic	Psywave
	Steel	Iron Defense		Dark	Feint Attack
	Normal	Safeguard		Psychic	Future Sight
	Steel	Metal Sound		Steel	Gyro Ball
	Psychic	Extrasensory		Dark	Payback
	Psychic	Heal Block		Steel	Heavy Slam
	Rock	Stealth Rock		Rock	Ancient Power
	Bug	Signal Beam			

#437 Bronzong

TYPE: Steel / Psychic

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○○



HEIGHT: 1.3m / 4'03"
WEIGHT: 374kg /824 lbs

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Levitate & Heatproof

EVOLUTIVE STAGE: Final.


#436 #437

Bronze Bell Pokémon
Ancient people revered Bronzong for bringing the rain and sun at will. One became a news sensation recently when it was dug up at a construction site after a 2000-year sleep.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Fire	Sunny Day		Water	Rain Dance
	Normal	Tackle		Psychic	Confusion
	Psychic	Hypnosis		Psychic	Imprison
	Ghost	Confuse Ray		Psychic	Psywave
	Steel	Iron Defense		Dark	Feint Attack
	Normal	Safeguard		Psychic	Future Sight
	Steel	Metal Sound		Normal	Block
	Steel	Gyro Ball		Psychic	Extrasensory
	Dark	Payback		Psychic	Heal Block
	Steel	Heavy Slam		Rock	Ancient Power
	Steel	Iron Head		Psychic	Skill Swap

#438 Bonsly

TYPE: Rock

RANK	TYPE	MOVE NAME
—	Dark	Fake Tears
—	Normal	Flail
—	Rock	Rock Throw
—	Dark	Feint Attack
—	Normal	Tearful Look
—	Rock	Rock Slide
—	Dark	Sucker Punch
—	Ground	Sand Tomb
—	Dark	Foul Play

RANK	TYPE	MOVE NAME
—	Normal	Copycat
—	Fight	Low Kick
—	Normal	Mimic
—	Rock	Rock Tomb
—	Normal	Block
—	Fight	Counter
—	Normal	Double-Edge
—	Rock	Rock Polish



STRENGTH ●●○○○
DEXTERITY ●○
VITALITY ●●●○○○
SPECIAL ●○
INSIGHT ●●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 15kg / 33 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Sturdy & Rock Head

Bonsai Pokémon
They thrive in arid places. It looks like it's crying all the time but it's actually adjusting the moisture of its body and releasing excess water. Over time they become excellent at impersonating trees.

EVOLUTIVE STAGE: First.
EVOLVES BY: Using Mimic.


#438

#185

#439 Mime Jr.

TYPE: Psychic / Fairy

RANK	TYPE	MOVE NAME
—	Normal	Tickle
—	Psychic	Confusion
—	Psychic	Meditate
—	Normal	Mimic
—	Psychic	Light Screen
—	Psychic	Psybeam
—	Psychic	Trick
—	Psychic	Psychic
—	Normal	Baton Pass
—	Normal	Teeter Dance
—	Fight	Wake-Up Slap

RANK	TYPE	MOVE NAME
—	Psychic	Barrier
—	Normal	Copycat
—	Normal	Double Slap
—	Normal	Encore
—	Psychic	Reflect
—	Normal	Substitute
—	Normal	Recycle
—	Psychic	Role Play
—	Normal	Safeguard
—	Dark	Nasty Plot



STRENGTH ●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 13kg / 28 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Soundproof & Filter

Mime Pokémon
It likes places where people gather and imitates their expressions to try to understand their feelings.
It mimics foes, confuses them, then it escapes. It doesn't take long to become a master mime.

EVOLUTIVE STAGE: First.
EVOLVES BY: Using Mimic.


#439

#122

#440 Happiny

TYPE: Normal

RANK	TYPE	MOVE NAME
—	Normal	Pound
—	Normal	Copycat
—	Fairy	Sweet Kiss
—	Normal	Present

RANK	TYPE	MOVE NAME
—	Fairy	Charm
—	Normal	Refresh
—	Normal	Helping Hand
—	Fight	Drain Punch



STRENGTH ●○
DEXTERITY ●●○
VITALITY ●○
SPECIAL ●○
INSIGHT ●●○

HEIGHT: 0.6m / 2'00"
WEIGHT: 24kg / 53 lbs

BASE HP: 4
SUGGESTED RANK: Starter

ABILITIES: Natural Cure & Serene Grace

Playhouse Pokémon
It is not common to see Happinies. This baby Pokémon cannot produce eggs yet, so she searches for white stones and carries them on its pouch. It likes to look pretty and tries to always be adorable.

EVOLUTIVE STAGE: First.
EVOLVES WITH: Oval Stone.


#440

#113

#242

#441 Chatot

TYPE: Normal / Flying

RANK	TYPE	MOVE NAME
—	Normal	Confide
—	Flying	Peck
—	Flying	Mirror Move
—	Normal	Hyper Voice
—	Normal	Fury Attack
—	Normal	Mimic
—	Flying	Roost
—	Psychic	Synchronoise
—	Psychic	Agility
—	Dark	Nasty Plot

RANK	TYPE	MOVE NAME
—	Dark	Taunt
—	Normal	Growl
—	Flying	Chatter
—	Normal	Sing
—	Normal	Round
—	Normal	Echoed Voice
—	Normal	Uproar
—	Flying	Feather Dance
—	Normal	Boomburst



STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 2kg / 4 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Keen Eye & Tangled Feet

Music Note Pokémon
It mimics the cries of other Pokémon to trick them into thinking it's one of them, this way they won't attack it. Chatots that live with humans learn words and phrases but it's unknown it they really know their meaning.

EVOLUTIVE STAGE: Final.


#441

#442 Spiritomb

TYPE: Ghost / Dark

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○○



HEIGHT: 1m / 3'03"
WEIGHT: 108kg /238 lbs

BASE HP: 4
SUGGESTED RANK: Pro

ABILITIES: Pressure

Forbidden Pokémon
A legend from 500 years ago tells how it got bound into an Odd Keystone after cursing an entire town. Two have been found in recent times. It is said that its vortex has more than 100 haunted souls.

EVOLUTIVE STAGE: Final.


#442

RANK	TYPE	MOVE NAME
○	Ghost	Curse
○	Ghost	Confuse Ray
●	Ghost	Shadow Sneak
●	Psychic	Hypnosis
●	Ghost	Ominous Wind
●	Dark	Nasty Plot
○	Dark	Memento
●	Psychic	Telekinesis

RANK	TYPE	MOVE NAME
○	Dark	Pursuit
○	Ghost	Spite
●	Dark	Feint Attack
●	Psychic	Dream Eater
●	Dark	Sucker Punch
●	Dark	Dark Pulse
○	Ghost	Destiny Bond
●	Psychic	Imprison

#443 Gible

TYPE: Dragon / Ground

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●○○



HEIGHT: 0.7m / 2'04"
WEIGHT: 20kg / 45 lbs

BASE HP: 3
SUGGESTED RANK: Amateur

ABILITIES: Sand Veil

Land Shark Pokémon
It digs tunnels and follows prey while burrowed underground. If you see the fin on its back coming out the ground it means it is about to attack. It's very aggressive but kind of clumsy. Beware of its big jaws.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.


#443

#444

#445

RANK	TYPE	MOVE NAME
○	Normal	Tackle
●	Dragon	Dragon Rage
●	Normal	Take Down
●	Normal	Slash
●	Ground	Dig
●	Normal	Scary Face
●	Steel	Iron Head

RANK	TYPE	MOVE NAME
●	Ground	Sand Attack
●	Rock	Sandstorm
●	Ground	Sand Tomb
●	Dragon	Dragon Claw
●	Dragon	Dragon Rush
●	Dragon	Draco Meteor

#444 Gabite

TYPE: Dragon / Ground

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○



HEIGHT: 1.4m / 4'07"
WEIGHT: 56kg / 123 lbs

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Sand Veil

Cave Pokémon
It hoards a small treasure of sparkly things back in its cave. It will react aggressively towards any potential thief. It is also an excellent hunter, capable of running, swimming and gliding extremely fast.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Slow.


#443

#444

#445

RANK	TYPE	MOVE NAME
○	Normal	Tackle
●	Dragon	Dragon Rage
●	Normal	Take Down
●	Dragon	Dual Chop
●	Dragon	Dragon Claw
●	Dragon	Dragon Rush
●	Steel	Metal Claw

RANK	TYPE	MOVE NAME
●	Ground	Sand Attack
●	Rock	Sandstorm
●	Ground	Sand Tomb
●	Normal	Slash
●	Ground	Dig
●	Normal	Scary Face
●	Dragon	Draco Meteor

#445 Garchomp

TYPE: Dragon / Ground

STRENGTH ●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○



HEIGHT: 1.9m / 6'03"
WEIGHT: 142kg /313 lbs

BASE HP: 6
SUGGESTED RANK: Pro

ABILITIES: Sand Veil

Mach Pokémon
Garchomps are scarce in the wild and very dangerous. It folds its arms and uses its fins to fly extremely fast at low heights. Territorial and aggressive it will not rest until it catches any daring trespasser.

EVOLUTIVE STAGE: Final.


#443

#444

#445

RANK	TYPE	MOVE NAME
○	Normal	Tackle
●	Ground	Sand Attack
●	Fire	Fire Fang
●	Ground	Sand Tomb
●	Normal	Slash
●	Ground	Dig
●	Dragon	Dragon Rush
●	Water	Aqua Tail

RANK	TYPE	MOVE NAME
●	Dragon	Dragon Rage
●	Rock	Sand Storm
●	Normal	Take Down
●	Dragon	Dual Chop
●	Dragon	Dragon Claw
●	Dark	Crunch
●	Dragon	Draco Meteor
●	Dragon	Outrage

Mega-Garchomp

TYPE: Dragon / Ground



HEIGHT: 1.9m / 6'03"
WEIGHT: 142kg / 313 lbs

Mach Pokémon
The excess of power from the Mega Stone melted its fins and claws together forming sharp, dangerous scythes. If its disposition was already violent, it grows now by a tenfold. They can be vicious and feral.

STRENGTH
DEXTERITY
VITALITY
SPECIAL
INSIGHT

BASE HP: 7
SUGGESTED RANK: Master

ABILITIES: Sand Force

EVOLUTIVE STAGE: Mega Evolution.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Tackle		Dragon	Dragon Rage
	Ground	Sand Attack		Rock	Sand Storm
	Fire	Fire Fang		Normal	Take Down
	Ground	Sand Tomb		Dragon	Dual Chop
	Normal	Slash		Dragon	Dragon Claw
	Ground	Dig		Dark	Crunch
	Dragon	Dragon Rush		Dragon	Draco Meteor
	Water	Aqua Tail		Dragon	Outrage

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Dark	Snatch		Ghost	Lick
	Normal	Tackle		Normal	Odor Sleuth
	Normal	Metronome		Normal	Defense Curl
	Psychic	Amnesia		Normal	Chip Away
	Normal	Screech		Normal	Body Slam
	Normal	Stockpile		Normal	Swallow
	Rock	Rollout		Dark	Fling
	Normal	Belly Drum		Normal	Natural Gift
	Normal	Last Resort		Fairy	Charm
	Poison	Belch		Psychic	Zen Headbutt

#446 Munchlax

TYPE: Normal



HEIGHT: 0.6m / 2'00"
WEIGHT: 105kg /231 lbs

Big Eater Pokémon
A Munchlaxes appetite is never really satisfied, it can eat its weight in food and will almost never care about what it is eating. They tend to pick up anything that looks edible and save it for later.

STRENGTH
DEXTERITY
VITALITY
SPECIAL
INSIGHT

BASE HP: 5
SUGGESTED RANK: Beginner

ABILITIES: Pick Up & Thick Fat

EVOLUTIVE STAGE: First.
EVOLVES WITH: Happiness 4.



#447 Riolu

TYPE: Fight



HEIGHT: 0.7m / 2'04"
WEIGHT: 20kg / 44 lbs

Emanation Pokémon
Scarce in the wild but they have been seen in the mountains. It has the ability to see the auras of others, through this power it is capable of sensing emotions. It won't get close to those with selfish intentions.

STRENGTH
DEXTERITY
VITALITY
SPECIAL
INSIGHT

BASE HP: 3
SUGGESTED RANK: Amateur

ABILITIES: Steadfast & Inner Focus

EVOLUTIVE STAGE: First.
EVOLVES WITH: Loyalty 5.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Foresight		Normal	Quick Attack
	Normal	Endure		Fight	Counter
	Normal	Feint		Fight	Force Palm
	Normal	Copycat		Normal	Screech
	Fight	Reversal		Dark	Nasty Plot
	Fight	Final Gambit		Fire	Blaze Kick
	Psychic	Agility		Fight	Aura Sphere

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Laser Focus		Normal	Quick Attack
	Normal	Foresight		Steel	Metal Claw
	Fight	Detect		Normal	Feint
	Fight	Counter		Normal	Swords Dance
	Fight	Power-Up Punch		Ground	Bone Rush
	Steel	Metal Sound		Normal	Me First
	Fight	Quick Guard		Normal	Work Up
	Fight	Aura Sphere		Psychic	Calm Mind
	Psychic	Heal Pulse		Fight	Close Combat
	Dragon	Dragon Pulse		Normal	Extreme Speed
	Steel	Iron Defense		Fight	Vaccum Wave
	Normal	Mind Reader			

#448 Lucario

TYPE: Fight / Steel



HEIGHT: 1.2m / 4'00"
WEIGHT: 54kg / 119 lbs

Aura Pokémon
This Pokémon is completely loyal to its trainer. It has the ability to not only see the auras but also to transform them into energy. It is also capable of understanding human speech.

STRENGTH
DEXTERITY
VITALITY
SPECIAL
INSIGHT

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Steadfast & Inner Focus



Mega-Lucario

TYPE: Fight / Steel



RANK	TYPE	MOVE NAME
	Normal	Laser Focus
	Normal	Foresight
	Fight	Detect
	Fight	Counter
	Fight	Power-Up Punch
	Steel	Metal Sound
	Fight	Quick Guard
	Fight	Aura Sphere
	Psychic	Heal Pulse
	Dragon	Dragon Pulse
	Steel	Iron Defense
	Normal	Mind Reader

RANK	TYPE	MOVE NAME
	Normal	Quick Attack
	Steel	Metal Claw
	Normal	Feint
	Normal	Swords Dance
	Ground	Bone Rush
	Normal	Me First
	Normal	Work Up
	Psychic	Calm Mind
	Fight	Close Combat
	Normal	Extreme Speed
	Fight	Vaccum Wave

STRENGTH ●●●●○○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○○○
INSIGHT ●●○○○

HEIGHT: 1.3m / 4'03"
WEIGHT: 57kg / 126 lbs

BASE HP: 5
SUGGESTED RANK: Pro

ABILITIES: Adaptability

Aura Pokémon
The explosive, pulsing energy of the auras and the Mega Stone have awoken its combative instincts.
Its fighting style can be summed up in a single word: heartless.

EVOLUTIVE STAGE: Mega Evolution..


#447

#448

#449 Hippopotas

TYPE: Ground



RANK	TYPE	MOVE NAME
	Normal	Tackle
	Dark	Bite
	Normal	Take Down
	Ground	Sand Tomb
	Ground	Earthquake
	Ground	Fissure
	Normal	Slack Off

RANK	TYPE	MOVE NAME
	Ground	Sand Attack
	Normal	Yawn
	Ground	Dig
	Dark	Crunch
	Normal	Double-Edge
	Normal	Stockpile
	Water	Water Pulse

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 50kg / 110 lbs

BASE HP: 3
SUGGESTED RANK: Amateur

ABILITIES: Sand Stream

Hippo Pokémon
It lives in arid places where it joins small groups. It closes its nostrils and submerges under the sand to rest. Females have a different coloration, usually a darker and duller color.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#449

#450

#450 Hippowdon

TYPE: Ground



RANK	TYPE	MOVE NAME
	Ground	Sand Attack
	Normal	Yawn
	Ice	Ice Fang
	Electric	Thunder Fang
	Ground	Dig
	Dark	Crunch
	Normal	Double-Edge
	Normal	Slack Off
	Fight	Revenge

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Dark	Bite
	Fire	Fire Fang
	Normal	Take Down
	Ground	Sand Tomb
	Ground	Earthquake
	Ground	Fissure
	Steel	Iron Head

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 2m / 6'07"
WEIGHT: 600kg /1320 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Sand Stream

Heavyweight Pokémon
It becomes territorial and aggressive after evolving. Its open mouth stands over 7 ft. tall.
There are records of one that came out of the sand and crushed a truck that was passing over its territory.

EVOLUTIVE STAGE: Final.


#449

#450

#451 Skorupi

TYPE: Poison / Bug



RANK	TYPE	MOVE NAME
	Dark	Bite
	Normal	Leer
	Bug	Pin Missile
	Dark	Pursuit
	Poison	Poison Fang
	Dark	Hone Claws
	Dark	Night Slash
	Dark	Crunch
	Poison	Cross Poison
	Water	Aqua Tail

RANK	TYPE	MOVE NAME
	Poison	Poison Sting
	Dark	Knock Off
	Normal	Acupressure
	Bug	Bug Bite
	Poison	Venoshock
	Poison	Toxic Spikes
	Normal	Scary Face
	Bug	Fell Stinger
	Psychic	Agility
	Poison	Poison Tail

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●○○
INSIGHT ●●○○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 12kg / 26 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Battle Armor & Sniper

Scorpion Pokémon
It lives in deserts and arid regions. It buries itself under the sand, waiting for an unsuspecting prey to come nearby. It will then sting the prey and cling to it tenaciously until the poison takes effect.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#451

#452

#452 Drapion

TYPE: Poison / Dark

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Leer		Dark	Bite
	Poison	Poison Sting		Bug	Pin Missile
	Dark	Knock Off		Ice	Ice Fang
	Fire	Fire Fang		Electric	Thunder Fang
	Normal	Acupressure		Dark	Pursuit
	Bug	Bug Bite		Poison	Poison Fang
	Poison	Venoshock		Dark	Hone Claws
	Poison	Toxic Spikes		Dark	Night Slash
	Normal	Scary Face		Dark	Crunch
	Bug	Fell Stinger		Poison	Cross Poison
	Psychic	Agility		Water	Aqua Tail
	Poison	Poison Tail			



STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.3m / 4'03"
WEIGHT: 61kg / 135 lbs

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Battle Armor & Sniper

EVOLUTIVE STAGE: Final.


#451 #452

Ogre Scorp Pokémon
This Pokémon is very aggressive. It can completely rotate its head over its body, because of this, Drapion has no blind spots. Its venom is deadly and it won't hesitate to use it.

#453 Croagunk

TYPE: Poison / Fight



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 23kg / 50 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Anticipation & Dry Skin

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#453 #454

Toxic Mouth Pokémon
It is commonly found in marshes. It inflates the sacks on its cheeks and makes croaking sounds.
The fluid squeezed from its fingers is poisonous, but it is a common ingredient in medicinal ointments.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Ghost	Astonish		Ground	Mud Slap
	Poison	Poison Sting		Dark	Taunt
	Dark	Pursuit		Dark	Feint Attack
	Fight	Revenge		Normal	Swagger
	Ground	Mud Bomb		Dark	Sucker Punch
	Poison	Venoshock		Dark	Nasty Plot
	Poison	Poison Jab		Poison	Sludge Bomb
	Poison	Belch		Dark	Flatter
	Normal	Fake Out		Fight	Drain Punch
	Fight	Quick Guard			

#454 Toxicroak

TYPE: Poison / Fight

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Ghost	Astonish		Ground	Mud Slap
	Poison	Poison Sting		Dark	Taunt
	Dark	Pursuit		Dark	Feint Attack
	Fight	Revenge		Normal	Swagger
	Ground	Mud Bomb		Dark	Sucker Punch
	Poison	Venoshock		Dark	Nasty Plot
	Poison	Poison Jab		Poison	Sludge Bomb
	Poison	Belch		Dark	Flatter
	Normal	Fake Out		Fight	Drain Punch
	Dragon	Dual Chop			



STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 1.3 m / 4'03"
WEIGHT: 44kg / 97 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Anticipation & Dry Skin

EVOLUTIVE STAGE: Final..


#453 #454

Toxic Mouth Pokémon
The toxin made in its poison sacs is pumped into the knuckle claws through tubes down its arms. Its toxines are so powerful that even a scratch from its knuckles could be fatal in a few hours.

#455 Carnivine

TYPE: Grass



STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 27kg / 59 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Levitate

EVOLUTIVE STAGE: Final.


#455

Bug Catcher Pokémon
It binds itself to trees in marshes. It attracts prey with its sweet-smelling drool and gulps them down in one bite. It can take it a whole day to digest a single prey but It won't need to eat for at least a week.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Bind		Normal	Growth
	Dark	Bite		Grass	Vine Whip
	Normal	Sweet Scent		Grass	Ingrain
	Dark	Feint Attack		Grass	Leaf Tornado
	Normal	Stockpile		Normal	Spit Up
	Normal	Swallow		Dark	Crunch
	Normal	Wring Out		Grass	Power Whip
	Bug	Rage Powder		Poison	Gastro Acid
	Grass	Seed Bomb			

#456 Finneon

TYPE: Water



RANK	TYPE	MOVE NAME
	Normal	Pound
	Normal	Attract
	Flying	Gust
	Normal	Captivate
	Water	Aqua Ring
	Bug	U-Turn
	Bug	Silver Wind
	Psychic	Agility
	Ice	Aurora Beam

RANK	TYPE	MOVE NAME
	Water	Water Gun
	Water	Rain Dance
	Water	Water Pulse
	Normal	Safeguard
	Water	Whirlpool
	Flying	Bounce
	Water	Soak
	Fairy	Sweet Kiss

HEIGHT: 0.4m / 1'04"
WEIGHT: 7kg / 15 lbs

Wing Fish Pokémon
The way its two-tail-fins flutter while it swims has earned Finneon the nickname "Beautifly of the Sea." The line running down its side can store sunlight and glow brightly at night.

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Swift Swim & Storm Drain

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#456 #457

#457 Lumineon

TYPE: Water



HEIGHT: 1.2m / 4'00"
WEIGHT: 24kg / 52 lbs

Neon Pokémon
It lives in the deep-sea bottom. It attracts prey by flashing the patterns on its tail fins. In the wild it competes against Lanturn for food. Its main predators are Tentacruel and Sharpedo.

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Swift Swim & Storm Drain

EVOLUTIVE STAGE: Final.


#456 #457

RANK	TYPE	MOVE NAME
	Normal	Pound
	Normal	Attract
	Water	Rain Dance
	Normal	Captivate
	Water	Aqua Ring
	Bug	U-Turn
	Bug	Silver Wind
	Psychic	Agility
	Ice	Aurora Beam

RANK	TYPE	MOVE NAME
	Water	Water Gun
	Flying	Gust
	Water	Water Pulse
	Normal	Safeguard
	Water	Whirlpool
	Flying	Bounce
	Water	Soak
	Water	Brine

#458 Mantyke

TYPE: Water / Flying



RANK	TYPE	MOVE NAME
	Normal	Tackle
	Normal	Supersonic
	Ghost	Confuse Ray
	Normal	Headbutt
	Rock	Wide Guard
	Psychic	Agility
	Water	Aqua Ring
	Water	Hydro Pump
	Normal	Helping Hand

RANK	TYPE	MOVE NAME
	Water	Bubble
	Water	Bubble Beam
	Flying	Wing Attack
	Water	Water Pulse
	Normal	Take Down
	Flying	Air Slash
	Flying	Bounce
	Dragon	Twister
	Flying	Tailwind

HEIGHT: 1m / 3'03"
WEIGHT: 65kg / 143 lbs

Kite Pokémon
When it swims close the ocean's surface people aboard ships are able to observe the pattern on its back as it is different in every region. Mantyke is an intelligent and friendly Pokémon that rarely attacks others.

STRENGTH ●○○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●○○○○
INSIGHT ●●●○○○

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Swift Swim & Water Absorb

EVOLUTIVE STAGE: First.
EVOLVES BY: Getting bit by Remoraid.


#458 #226

#459 Snover

TYPE: Grass / Ice



HEIGHT: 1m / 3'03"
WEIGHT: 50kg / 111 lbs

Frosted Tree Pokémon
During cold seasons, it migrates to the mountain's lower reaches and returns to the summit in the spring. They are rarely in contact with humans but are sought for the frozen berries they grow.

STRENGTH ●●○○○
DEXTERITY ●○○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

BASE HP: 3
SUGGESTED RANK: Amateur

ABILITIES: Snow Warning

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#459 #460

RANK	TYPE	MOVE NAME
	Ice	Powder Snow
	Grass	Razor Leaf
	Grass	Grass Whistle
	Ice	Mist
	Grass	Ingrain
	Ice	Blizzard
	Normal	Growth
	Water	Water Pulse

RANK	TYPE	MOVE NAME
	Normal	Leer
	Ice	Icy Wind
	Normal	Swagger
	Ice	Ice Shard
	Grass	Wood Hammer
	Ice	Sheer Cold
	Grass	Seed Bomb

#460 Abomasnow

TYPE: Grass / Ice

RANK	TYPE	MOVE NAME
	Normal	Leer
	Ice	Ice Punch
	Ice	Icy Wind
	Normal	Swagger
	Ice	Ice shard
	Grass	Wood Hammer
	Ice	Sheer Cold
	Ice	Avalanche

RANK	TYPE	MOVE NAME
	Ice	Powder Snow
	Grass	Razor Leaf
	Grass	Grass Whistle
	Ice	Mist
	Grass	Ingrain
	Ice	Blizzard
	Normal	Growth
	Dragon	Outrage



HEIGHT: 2.2m / 7'03" WEIGHT: 135kg /298 lbs

Frosted Tree Pokémon
There was a legend for a long time that called this Pokémon "The Ice Monster". Now we know it is a Pokémon that can cover everything around with deep snow. It likes quiet places and only attacks if provoked.

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

BASE HP: 4 SUGGESTED RANK: Ace

ABILITIES: Snow Warning

EVOLUTIVE STAGE: Final.


#459

#460

Mega-Abomasnow

TYPE: Grass / Ice

RANK	TYPE	MOVE NAME
	Normal	Leer
	Ice	Ice Punch
	Ice	Icy Wind
	Normal	Swagger
	Ice	Ice shard
	Grass	Wood Hammer
	Ice	Sheer Cold
	Ice	Avalanche

RANK	TYPE	MOVE NAME
	Ice	Powder Snow
	Grass	Razor Leaf
	Grass	Grass Whistle
	Ice	Mist
	Grass	Ingrain
	Ice	Blizzard
	Normal	Growth
	Dragon	Outrage



HEIGHT: 2.7m / 9'00" WEIGHT: 185kg / 407 lbs

Frosted Tree Pokémon
The power of the Mega Stone freezes part of its body creating pointy icicles that hail upon its enemies in a blizzard. The angrier it becomes the longer the storm will last.

STRENGTH ●●●○○○
DEXTERITY ●●
VITALITY ●●●○○
SPECIAL ●●●○○○
INSIGHT ●●●○○

BASE HP: 5 SUGGESTED RANK: Pro

ABILITIES: Snow Warning

EVOLUTIVE STAGE: Mega Evolution.


#460

#460

#461 Weavile

TYPE: Dark / Ice



HEIGHT: 1.1m / 3'07" WEIGHT: 34kg / 75 lbs

Sharp Claw Pokémon
They live in cold regions, forming groups of four that hunt prey with impressive coordination. They leave claw marks and patternss to indicate their territory. It is devious and loves to cause trouble.

STRENGTH ●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○○

BASE HP: 4 SUGGESTED RANK: Amateur

ABILITIES: Pressure

EVOLUTIVE STAGE: Final.


#215

#461

RANK	TYPE	MOVE NAME
	Normal	Leer
	Dark	Taunt
	Dark	Embargo
	Dark	Assurance
	Ice	Icy Wind
	Dark	Nasty Plot
	Dark	Hone Claws
	Normal	Screech
	Dark	Snatch
	Dark	Dark Pulse
	Normal	Fake Out

RANK	TYPE	MOVE NAME
	Normal	Scratch
	Dark	Feint Attack
	Normal	Quick Attack
	Fight	Revenge
	Normal	Fury Swipes
	Steel	Metal Claw
	Dark	Fling
	Dark	Night Slash
	Dark	Punishment
	Ice	Icicle Crash
	Fight	Low Kick

#462 Magnezone

TYPE: Electric / Steel

RANK	TYPE	MOVE NAME
	Normal	Supersonic
	Normal	Sonic Boom
	Electric	Thunder Shock
	Steel	Flash Cannon
	Electric	Thunder Wave
	Electric	Spark
	Steel	Metal Sound
	Psychic	Barrier
	Electric	Discharge
	Electric	Magnet Rise
	Electric	Zap Cannon
	Psychic	Gravity

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Electric	Magnetic Flux
	Electric	Electric Terrain
	Normal	Screech
	Steel	Magnet Bomb
	Steel	Mirror Shot
	Electric	Electro Ball
	Psychic	Mirror Coat
	Normal	Lock-On
	Steel	Gyro Ball
	Steel	Iron Defense
	Bug	Signal Beam



HEIGHT: 1.2m / 4'00" WEIGHT: 180kg /396 lbs

Magnet Area Pokémon
Magneton only evolves in very specific areas of the globe. It has the ability to repel itself from the ground using magnetism. If it is nervous it pulls all the pieces of metal around until it relaxes.

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

BASE HP: 5 SUGGESTED RANK: Ace

ABILITIES: Magnet Pull & Sturdy

EVOLUTIVE STAGE: Final.

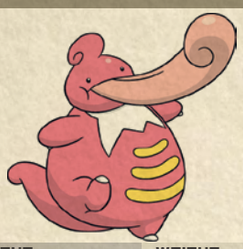

#081

#082

#462

#463 Lickilicky

TYPE: Normal



HEIGHT: 1.7m / 5'07"
WEIGHT: 280kg /616 lbs

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○○

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Own Tempo & Oblivious

EVOLUTIVE STAGE: Final.


#108 #463

Licking Pokémon
It uses its tongue as an stretchable arm. It wil wrap prey with it and then proceed to eat it. Its saliva causes numbness. Try not to touch its tongue, it might try to eat you by reflex.

RANK	TYPE	MOVE NAME
○	Ghost	Lick
●	Normal	Defense Curl
●	Normal	Wrap
●	Normal	Disable
●	Rock	Rollout
●	Normal	Me First
○	Normal	Screech
○	Normal	Wring Out
●	Normal	Belly Drum
●	Fight	Hammer Arm

RANK	TYPE	MOVE NAME
●	Normal	Supersonic
●	Dark	Knock Off
●	Normal	Stomp
●	Normal	Slam
●	Normal	Chip Away
●	Normal	Refresh
○	Grass	Power Whip
○	Steel	Gyro Ball
●	Water	Aqua Tail

RANK	TYPE	MOVE NAME
○	Normal	Tail Whip
●	Normal	Stomp
●	Normal	Fury Attack
●	Rock	Rock Blast
●	Normal	Take Down
●	Ground	Drill Run
○	Ground	Earthquake
○	Bug	Mega Horn
●	Psychic	Guard Split
●	Dragon	Dragon Rush

RANK	TYPE	MOVE NAME
○	Normal	Horn Attack
●	Poison	Poison Jab
●	Normal	Scary Face
●	Normal	Chip Away
●	Fight	Hammer Arm
○	Rock	Stone Edge
○	Normal	Horn Drill
○	Rock	Rock Wrecker
●	Steel	Smart Strike

#464 Rhyperior

TYPE: Ground / Rock



HEIGHT: 2.4m / 7'10"
WEIGHT: 564kg /1240 lbs

STRENGTH ●●●○○○○
DEXTERITY ●●○○
VITALITY ●●●○○○○
SPECIAL ●●●○○
INSIGHT ●●●○○

BASE HP: 6
SUGGESTED RANK: Pro

ABILITIES: Lightningrod & Solid Rock

EVOLUTIVE STAGE: Final.


#111 #112 #464

Drill Pokémon
They have rarely been seen in the wild and only in the tallest mountains. It has holes on its hands which are used like canons to shoot boulders. Be careful, they are very aggressive but not very smart.

#465 Tangrowth

TYPE: Grass



HEIGHT: 2m / 6'07"
WEIGHT: 256kg /563 lbs

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○○○
SPECIAL ●●●○○○
INSIGHT ●●○○

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Chlorophyll & Leaf Guard

EVOLUTIVE STAGE: Final.


#114 #465

Vine Pokémon
While it remains still, it appears to be a large shrub. Unsuspecting prey that wander near get ensnared by its vines. In the summer months, its vines grow so large that you can't even see its eyes.

RANK	TYPE	MOVE NAME
○	Normal	Block
○	Normal	Constrict
●	Grass	Vine Whip
●	Poison	Poison Powder
●	Normal	Growth
●	Dark	Knock Off
●	Normal	Natural Gift
●	Rock	Ancient Power
○	Normal	Tickle
○	Grass	Grassy Terrain
●	Normal	Nature Power
●	Psychic	Amnesia

RANK	TYPE	MOVE NAME
○	Grass	Ingrain
●	Grass	Sleep Powder
●	Grass	Absorb
●	Normal	Bind
●	Grass	Mega Drain
●	Grass	Stun Spore
●	Normal	Slam
○	Grass	Giga Drain
○	Normal	Wring Out
○	Grass	Power Whip
●	Psychic	Confusion

RANK	TYPE	MOVE NAME
○	Normal	Quick Attack
○	Normal	Leer
●	Fight	Low Kick
●	Fire	Fire Punch
●	Electric	Shock Wave
●	Electric	Electro Ball
●	Electric	Thunder Punch
○	Normal	Screech
○	Electric	Thunder
●	Fight	Hammer Arm
●	Dragon	Dual Chop

RANK	TYPE	MOVE NAME
○	Electric	Ion Deluge
●	Electric	Electric Terrain
●	Electric	Thunder Shock
●	Electric	Thunderbolt
●	Electric	Thunder Wave
●	Psychic	Light Screen
●	Normal	Swift
○	Electric	Discharge
○	Normal	Giga Impact
●	Ice	Ice Punch

#466 Electivire

TYPE: Electric



HEIGHT: 1.8m / 6'00"
WEIGHT: 138kg /305 lbs

STRENGTH ●●●○○○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Motor Drive

EVOLUTIVE STAGE: Final.


#239 #125 #466

Thunderbolt Pokémon
This Pokémon is reckless and has a short temper. As its electric charge amplifies, blue sparks begin to crackle between its horns. It has registered charge levels of over 20,000 Volts.

#467 Magmortar

TYPE: Fire



STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○○
INSIGHT ●●●○○○

HEIGHT: 1.6m / 5'03"
WEIGHT: 136kg/ 299 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Flame Body

EVOLUTIVE STAGE: Final.


#240 #126 #467

Blast Pokémon
Magmortar is extremely rare, if you're lucky you can find one living directly on volcanic craters. It rises the temperature of its body at will to the point of bursting into flames. The fire it produces is almost white.

RANK	TYPE	MOVE NAME
○	Normal	Leer
●	Normal	Smokescreen
●	Electric	Thunder Punch
●	Fire	Fire Spin
●	Fire	Flame Burst
●	Fire	Fire Punch
●	Fire	Sunny Day
●	Fire	Fire Blast
●	Dragon	Dual Chop
●	Fire	Heat Wave

RANK	TYPE	MOVE NAME
○	Poison	Smog
●	Fire	Ember
●	Dark	Feint Attack
●	Poison	Clear Smog
●	Ghost	Confuse Ray
●	Fire	Flamethrower
●	Fire	Lava Plume
●	Normal	Hyper Beam
●	Normal	Belly Drum

#468 Togekiss

TYPE: Fairy / Flying



STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●●○○○○
INSIGHT ●●●○○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 76kg / 167 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Serene Grace & Hustle

EVOLUTIVE STAGE: Final.


#175 #176 #468

Jubilee Pokémon
Sightings of these Pokémon have become rare nowadays. They used to visit peaceful regions, bringing them gifts of kindness and great blessings. But they appear to have vanished in this times of conflict.

RANK	TYPE	MOVE NAME
○	Normal	After You
●	Flying	Sky Attack
●	Flying	Air Slash
●	Normal	Lucky Chant

RANK	TYPE	MOVE NAME
●	Normal	Extreme Speed
●	Fight	Aura Sphere
●	Psychic	Extrasensory
●	Water	Water Pulse

#469 Yanmega

TYPE: Bug / Flying



STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○

HEIGHT: 1.9m / 6'03"
WEIGHT: 51kg / 113 lbs

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Speed Boost & Tinted Lens

EVOLUTIVE STAGE: Final.


#193 #469

Ogre Darner Pokémon
It goes back to its prehistoric roots. It is a lot more violent than its pre-evolved form. Its jaw power is incredible and it is adept at biting apart foes while flying by at high speed. This Pokémon can be brutal.

RANK	TYPE	MOVE NAME
○	Normal	Tackle
●	Bug	Bug Bite
●	Normal	Quick Attack
●	Normal	Sonic Boom
●	Normal	Supersonic
●	Dark	Pursuit
●	Normal	Feint
●	Normal	Screech
●	Flying	Air Slash
●	Grass	Giga Drain
●	Flying	Tailwind

RANK	TYPE	MOVE NAME
○	Normal	Foresight
●	Normal	Double Team
●	Normal	Slash
●	Fight	Detect
●	Normal	Uproar
●	Rock	Ancient Power
●	Dark	Night Slash
●	Bug	U-Turn
●	Bug	Bug Buzz
●	Fight	Reversal

#470 Leafeon

TYPE: Grass



STRENGTH ●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●●○○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1m / 3'03"
WEIGHT: 25kg / 56 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Leaf Guard

EVOLUTIVE STAGE: Final.
EVOLVED BY: Leaf Stone.


#133 #470

Verdant Pokémon
Eevee evolves to Leafeon when it's living near a special kind of moss. Its cells are capable of performing photosynthesis. It is a calm Pokémon and does not usually fight but its leaves are sharp and strong.

RANK	TYPE	MOVE NAME
○	Normal	Tackle
○	Normal	Helping Hand
●	Grass	Razor Leaf
●	Grass	Grass Whistle
●	Grass	Giga Drain
●	Grass	Synthesis
●	Normal	Last Resort
●	Normal	Wish
●	Normal	Flail

RANK	TYPE	MOVE NAME
○	Normal	Tail Whip
●	Ground	Sand Attack
●	Normal	Quick Attack
●	Grass	Magical Leaf
●	Normal	Swords Dance
●	Fire	Sunny Day
●	Grass	Leaf Blade
●	Grass	Seed Bomb

#471 Glaceon



TYPE: Ice

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 25kg / 56 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Snow Cloak

EVOLUTIVE STAGE: Final.
EVOLVED BY: Ice Stone.


#133

#471

Fresh Snow Pokémon
Eevees that are forced to live in freezing temperatures evolve into this Pokémon. It can control its body temperature to below zero, freezing its fur and making it extremely tough.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Tackle	○	Normal	Tail Whip
○	Normal	Helping Hand	○	Ground	Sand Attack
○	Ice	Icy Wind	○	Normal	Quick Attack
○	Dark	Bite	○	Ice	Ice Fang
○	Ice	Ice Shard	○	Psychic	Barrier
○	Psychic	Mirror Coat	○	Ice	Hail
○	Normal	Last Resort	○	Ice	Blizzard
○	Normal	Wish	○	Normal	Captivate
○	Dark	Fake Tears			

#472 Gliscor



TYPE: Ground / Flying

STRENGTH ●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 2.1m / 6'07"
WEIGHT: 84kg / 184 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Hyper Cutter & Sand Veil

EVOLUTIVE STAGE: Final.


#207

#472

Fang Scorp Pokémon
Its flight is soundless. It uses its lengthy tail to carry off its prey, then uses its long fangs to do the rest.
It is more playful than aggressive but it is dangerous if you get close to the enormous claws.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Ground	Sand Attack	○	Normal	Harden
○	Dark	Knock Off	○	Normal	Quick Attack
○	Electric	Thunder Fang	○	Fire	Fire Fang
○	Ice	Ice Fang	○	Poison	Poison Jab
○	Bug	Fury Cutter	○	Dark	Feint Attack
○	Flying	Acrobatics	○	Dark	Night Slash
○	Bug	U-Turn	○	Normal	Screech
○	Bug	X-Scissor	○	Fight	Sky Uppercut
○	Normal	Swords Dance	○	Normal	Guillotine
○	Psychic	Agility	○	Steel	Metal Claw
○	Poison	Cross Poison			

#473 Mamoswine



TYPE: Ice / Ground

STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 2.5m / 8'02"
WEIGHT: 873kg 1920 lbs

BASE HP: 6
SUGGESTED RANK: Ace

ABILITIES: Oblivious & Snow Cloak

EVOLUTIVE STAGE: Final.


#220

#221

#473

Twin Tusk Pokémon
It was everywhere during the ice age but its population declined afterwards. This Pokémon uses strong tusks to remove the soil and snow and dig up roots and plants to eat. It has a bad temper.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Flying	Peck	○	Normal	Odor Sleuth
○	Ground	Mud Sport	○	Ice	Powder Snow
○	Ground	Mud Slap	○	Normal	Scary Face
○	Rock	Ancient Power	○	Normal	Endure
○	Ground	Mud Bomb	○	Ice	Hail
○	Ice	Ice Fang	○	Normal	Take Down
○	Normal	Double Hit	○	Ice	Mist
○	Normal	Thrash	○	Ground	Earthquake
○	Ice	Blizzard	○	Ground	Fissure
○	Ice	Icicle Crash	○	Ice	Avalanche

#474 Porygon-Z



TYPE: Normal

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 0.9 m / 3'03"
WEIGHT: 34kg / 75 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Download & Adaptability

EVOLUTIVE STAGE: Final.


#137

#233

#474

Virtual Pokémon
A software to explore another dimension was installed on Porygon. However, it began acting oddly due to glitches in the code. Since then, it has a fondness for videos of Meowth and Skitty on the internet.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Tackle	○	Normal	Conversion
○	Normal	Conversion2	○	Psychic	Psybeam
○	Dark	Nasty Plot	○	Psychic	Trick Room
○	Psychic	Agility	○	Normal	Recover
○	Electric	Magnet Rise	○	Bug	Signal Beam
○	Dark	Embargo	○	Electric	Discharge
○	Normal	Lock-On	○	Normal	Tri Attack
○	Psychic	Magic Coat	○	Electric	Zap Cannon
○	Normal	Hyper Beam	○	Electric	Electro Web
○	Normal	Pain Split	○	Psychic	Trick

#475 Gallade

TYPE: Psychic / Fight



HEIGHT: 1.6m / 5'03"
WEIGHT: 52kg / 114 lbs

Blade Pokémon
This Pokémon is male only. He has an extreme sense of courtesy. In a battle, it uses the blades on his arms as if they were swords. It is a loyal Pokémon and won't doubt to fiercely protect its trainer.

STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●●○○○

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Steadfast

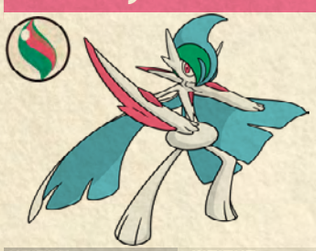
EVOLUTIVE STAGE: Final.
EVOLVED BY: Dawn Stone.


#280 #281 #282 #475

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Leer		Psychic	Confusion
	Normal	Double Team		Psychic	Teleport
	Fight	Quick Guard		Normal	False Swipe
	Normal	Feint		Bug	Fury Cutter
	Rock	Wide Guard		Normal	Slash
	Psychic	Heal Pulse		Normal	Swords Dance
	Psychic	Psycho Cut		Normal	Helping Hand
	Grass	Leaf Blade		Dark	Night Slash
	Normal	Protect		Fight	Close Combat
	Psychic	Stored Power		Ghost	Shadow Sneak
	Electric	Thunder Punch		Fight	Drain Punch

Mega-Gallade

TYPE: Psychic / Fight



HEIGHT: 1.6m / 5'03"
WEIGHT: 56kg / 124 lbs

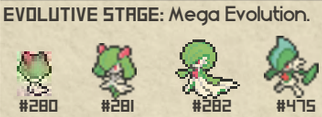
Blade Pokémon
With the power of the Mega Stone it senses the emotions of others in a large radius and will go help anyone in need. It will only attack if it needs to defend someone or someting. It is protective and brave.

STRENGTH ●●●●○○○○
DEXTERITY ●●●○○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●●○○○

BASE HP: 6
SUGGESTED RANK: Pro

ABILITIES: Inner Focus

EVOLUTIVE STAGE: Mega Evolution.


#280 #281 #282 #475

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Leer		Psychic	Confusion
	Normal	Double Team		Psychic	Teleport
	Fight	Quick Guard		Normal	False Swipe
	Normal	Feint		Bug	Fury Cutter
	Rock	Wide Guard		Normal	Slash
	Psychic	Heal Pulse		Normal	Swords Dance
	Psychic	Psycho Cut		Normal	Helping Hand
	Grass	Leaf Blade		Dark	Night Slash
	Normal	Protect		Fight	Close Combat
	Psychic	Stored Power		Ghost	Shadow Sneak
	Electric	Thunder Punch		Fight	Drain Punch

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Tackle		Normal	Block
	Steel	Iron Defense		Steel	Magnet Bomb
	Normal	Tri Attack		Electric	Magnetic Flux
	Electric	Magnet Rise		Psychic	Gravity
	Rock	Wide Guard		Electric	Thunder Wave
	Rock	Rock Blast		Psychic	Rest
	Electric	Spark		Rock	Rock Slide
	Rock	Power Gem		Rock	Sand Storm
	Electric	Discharge		Ground	Earth Power
	Rock	Stone Edge		Normal	Lock-On
	Electric	Zap Canon		Normal	Endure
	Steel	Iron Head		Rock	Ancient Power

#476 Probopass

TYPE: Rock / Steel



HEIGHT: 1.5m / 5'00"
WEIGHT: 680kg /1496 lbs

Compass Pokémon
It exudes strong magnetism from all over. It controls three small units called Mini-Noses that float around and act as arms. It usually stays motionless unless attacked or provoked.

STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●●●○○○○
SPECIAL ●●○○○
INSIGHT ●●●●○○○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Sturdy & Magnet Pull

EVOLUTIVE STAGE: Final.


#299 #476

#477 Dusknoir

TYPE: Ghost



HEIGHT: 2.2m / 7'03"
WEIGHT: 106kg /235 lbs

Gripper Pokémon
This feared Pokémon is said to travel to the other world. Some even believe that it takes lost spirits along with it. It uses the antenna on it's head to recive messges from the deceased.

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○○○○
SPECIAL ●●○○
INSIGHT ●●●○○○○○

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Pressure

EVOLUTIVE STAGE: Final.


#355 #356 #477

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Bind		Normal	Leer
	Ghost	Night Shade		Normal	Disable
	Normal	Foresight		Ghost	Shadow Punch
	Fire	Fire Punch		Ice	Ice Punch
	Electric	Thunder Punch		Ghost	Astonish
	Ghost	Confuse Ray		Ghost	Shadow Sneak
	Dark	Pursuit		Ghost	Curse
	Fire	Will-O-Wisp		Psychic	Gravity
	Ghost	Hex		Ghost	Shadow Ball
	Normal	Mean Look		Dark	Payback
	Psychic	Future Sight		Psychic	Imprison
	Ghost	Ominous Wind		Dark	Sucker Punch

RANK	TYPE	MOVE NAME
	Normal	Leer
	Ice	Ice Shard
	Ghost	Astonish
	Ice	Icy Wind
	Ghost	Ominous Wind
	Fire	Will-O-Wisp
	Normal	Captivate
	Ice	Hail
	Ice	Aurora Veil

RANK	TYPE	MOVE NAME
	Ice	Powder Snow
	Normal	Double Team
	Ghost	Confuse Ray
	Fairy	Draining Kiss
	Fight	Wake-Up Slap
	Ghost	Destiny Bond
	Ice	Blizzard
	Ghost	Spite
	Normal	Weather Ball

#478 Froslass



TYPE: Ice / Ghost

STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1.3m / 4'03"
WEIGHT: 26kg / 58 lbs

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Snow Cloak

Snow Land Pokémon
This Pokémon is female only.
Legends in snowy regions say that a woman who was lost at an icy mountain was reborn as Froslass. It appears during blizzards to take lost people away.

EVOLUTIVE STAGE: Final.
EVOLVED BY: Dawn Stone. Female only.


#361

#362

#478

#479 Rotom



TYPE: Electric / Ghost

STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 0.3kg / 0.7 lbs

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Levitate

Plasma Pokémon
Its electric-like body can enter some kinds of machines and take control of them in order to cause mischief.
It changes its form to that of the electric appliance, allowing it to become more powerful.

EVOLUTIVE STAGE: Final.


#479

RANK	TYPE	MOVE NAME
	Electric	Thunder Wave
	Ghost	Confuse Ray
	Normal	Uproar
	Normal	Double Team
	Ghost	Ominous Wind
	Electric	Electro Ball
	Electric	Charge

RANK	TYPE	MOVE NAME
	Ghost	Astonish
	Electric	Thunder Shock
	Psychic	Trick
	Electric	Shock Wave
	Normal	Substitute
	Ghost	Hex
	Electric	Discharge

#479 Rotom Heat



TYPE: Electric / Fire

STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 0.3kg / 0.7 lbs

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Levitate

Plasma Pokémon
A Microwave posessed by a Rotom.
It uses Fire powers and burns the food of unsuspecting people.

While on this form it can use the move: Overheat.

EVOLUTIVE STAGE: Final.


#479

RANK	TYPE	MOVE NAME
	Electric	Thunder Wave
	Ghost	Confuse Ray
	Normal	Uproar
	Normal	Double Team
	Ghost	Ominous Wind
	Electric	Electro Ball
	Electric	Charge
	Fire	Overheat

RANK	TYPE	MOVE NAME
	Ghost	Astonish
	Electric	Thunder Shock
	Psychic	Trick
	Electric	Shock Wave
	Normal	Substitute
	Ghost	Hex
	Electric	Discharge

#479 Rotom Fan



TYPE: Electric / Flying

STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 0.3kg / 0.7 lbs

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Levitate

Plasma Pokémon
A Desk fan posessed by a Rotom.
It uses Wind powers and scatters everything around with terrible air currents.
While on this form it can use the move: Air Slash.

EVOLUTIVE STAGE: Final.


#479

RANK	TYPE	MOVE NAME
	Electric	Thunder Wave
	Ghost	Confuse Ray
	Normal	Uproar
	Normal	Double Team
	Ghost	Ominous Wind
	Electric	Electro Ball
	Electric	Charge
	Flying	Air Slash

RANK	TYPE	MOVE NAME
	Ghost	Astonish
	Electric	Thunder Shock
	Psychic	Trick
	Electric	Shock Wave
	Normal	Substitute
	Ghost	Hex
	Electric	Discharge

#479 Rotom Mow

TYPE: Electric / Grass



HEIGHT: 0.3m / 1'00"
WEIGHT: 0.3kg / 0.7 lbs

Plasma Pokémon
A Lawnmower posessed by a Rotom. It uses Grass powers, mows awful patterns on the grass and chases people with the blades out.
While on this form it can use the move: Leaf Storm.

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○
SPECIAL ●●●○○
INSIGHT ●●●○○

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES:
Levitate

EVOLUTIVE STAGE: Final.


#479

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Electric	Thunder Wave	1	Ghost	Astonish
2	Ghost	Confuse Ray	2	Electric	Thunder Shock
3	Normal	Uproar	3	Psychic	Trick
4	Normal	Double Team	4	Electric	Shock Wave
5	Ghost	Ominous Wind	5	Normal	Substitute
6	Electric	Electro Ball	6	Ghost	Hex
7	Electric	Charge	7	Electric	Discharge
8	Grass	Leaf Storm			

#479 Rotom Frost

TYPE: Electric / Ice



HEIGHT: 0.3m / 1'00"
WEIGHT: 0.3kg / 0.7 lbs

Plasma Pokémon
A refrigerator posessed by a Rotom. It uses Ice powers, traps people inside and freezes them in solid ice blocks.
While on this form it can use the move: Blizzard.

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○
SPECIAL ●●●○○
INSIGHT ●●●○○

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES:
Levitate

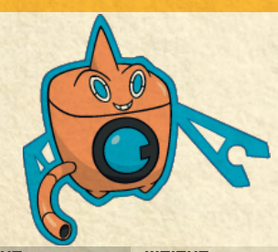
EVOLUTIVE STAGE: Final.


#479

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Electric	Thunder Wave	1	Ghost	Astonish
2	Ghost	Confuse Ray	2	Electric	Thunder Shock
3	Normal	Uproar	3	Psychic	Trick
4	Normal	Double Team	4	Electric	Shock Wave
5	Ghost	Ominous Wind	5	Normal	Substitute
6	Electric	Electro Ball	6	Ghost	Hex
7	Electric	Charge	7	Electric	Discharge
8	Ice	Blizzard			

#479 Rotom Wash

TYPE: Electric / Water



HEIGHT: 0.3m / 1'00"
WEIGHT: 0.3kg / 0.7 lbs

Plasma Pokémon
A Washing machine posessed by a Rotom. It uses Water powers and floods the houses with torrents of water.
While on this form it can use the move: Hydro Pump.

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○
SPECIAL ●●●○○
INSIGHT ●●●○○

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES:
Levitate

EVOLUTIVE STAGE: Final.


#479

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Electric	Thunder Wave	1	Ghost	Astonish
2	Ghost	Confuse Ray	2	Electric	Thunder Shock
3	Normal	Uproar	3	Psychic	Trick
4	Normal	Double Team	4	Electric	Shock Wave
5	Ghost	Ominous Wind	5	Normal	Substitute
6	Electric	Electro Ball	6	Ghost	Hex
7	Electric	Charge	7	Electric	Discharge
8	Water	Hydro Pump			

#479 Rotom Dex

TYPE: Electric



HEIGHT: 0.3m / 1'00"
WEIGHT: 0.3kg / 0.7 lbs

Plasma Pokémon
A Pokédex posessed by a Rotom, it has access to all the information inside the computer and uses the sounds to emulate speech.
While on this form it can use the move Light Screen.

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○
SPECIAL ●●●○○
INSIGHT ●●●○○

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES:
Levitate

EVOLUTIVE STAGE: Final.


#479

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Electric	Thunder Wave	1	Ghost	Astonish
2	Ghost	Confuse Ray	2	Electric	Thunder Shock
3	Normal	Uproar	3	Psychic	Trick
4	Normal	Double Team	4	Electric	Shock Wave
5	Ghost	Ominous Wind	5	Normal	Substitute
6	Electric	Electro Ball	6	Ghost	Hex
7	Electric	Charge	7	Electric	Discharge
8	Psychic	Light Screen			

#480 Uxie

TYPE: Psychic



HEIGHT: 0.3m / 1'00"
WEIGHT: 0.3kg / 0.7 lbs

STRENGTH ●●●●●
DEXTERITY ●●●●●●
VITALITY ●●●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●●●

BASE HP: 4
SUGGESTED RANK: Master

ABILITIES: Levitate

EVOLUTIVE STAGE: Unknown.


#480

Pokédex has no data.
In the myths of Sinnoh they talk about three beings that came out from the same egg, the yellow one was the being of knowledge.
Together they shaped the human race to be complete.

RANK	TYPE	MOVE NAME
	Dark	Memento
	Normal	Flail
	Psychic	Confusion
	Normal	Endure
	Normal	Yawn
	Psychic	Amnesia
	Dark	Foul Play
	Normal	Psych Up
	Psychic	Magic Room

RANK	TYPE	MOVE NAME
	Normal	Natural Gift
	Psychic	Rest
	Psychic	Imprison
	Normal	Swift
	Psychic	Future Sight
	Psychic	Extrasensory
	Normal	Hidden Power
	Psychic	Trick Room
	Psychic	Wonder Room

#481 Mesprit

TYPE: Psychic



HEIGHT: 0.3m / 1'00"
WEIGHT: 0.3kg / 0.7 lbs

STRENGTH ●●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●●
SPECIAL ●●●●●●
INSIGHT ●●●●●●

BASE HP: 4
SUGGESTED RANK: Master

ABILITIES: Levitate

EVOLUTIVE STAGE: Unknown.


#481

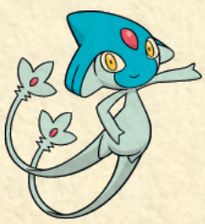
Pokédex has no data.
In the myths of Sinnoh they talk about three beings that came out from the same egg, the pink one was the being of emotion.
Together they shaped the human race to be complete.

RANK	TYPE	MOVE NAME
	Psychic	Healing Wish
	Normal	Copycat
	Psychic	Confusion
	Normal	Protect
	Normal	Lucky Chant
	Fairy	Charm
	Normal	Helping Hand
	Normal	Psych Up
	Dark	Knock Off

RANK	TYPE	MOVE NAME
	Normal	Natural Gift
	Psychic	Rest
	Psychic	Imprison
	Normal	Swift
	Psychic	Future Sight
	Psychic	Extrasensory
	Normal	Hidden Power
	Psychic	Role Play
	Psychic	Trick

#482 Azelf

TYPE: Psychic



HEIGHT: 0.3m / 1'00"
WEIGHT: 0.3kg / 0.7 lbs

STRENGTH ●●●●●●●
DEXTERITY ●●●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●●●
INSIGHT ●●●●●

BASE HP: 4
SUGGESTED RANK: Master

ABILITIES: Levitate

EVOLUTIVE STAGE: Unknown.


#482

Pokédex has no data.
In the myths of Sinnoh they talk about three beings that came out from the same egg, the blue one was the being of willpower.
Together they shaped the human race to be complete.

RANK	TYPE	MOVE NAME
	Normal	Last Resort
	Normal	Flail
	Psychic	Confusion
	Fight	Detect
	Normal	Uproar
	Dark	Nasty Plot
	Normal	Explosion
	Normal	Swords Dance
	Psychic	Skill Swap

RANK	TYPE	MOVE NAME
	Normal	Natural Gift
	Psychic	Rest
	Psychic	Imprison
	Normal	Swift
	Psychic	Future Sight
	Psychic	Extrasensory
	Normal	Hidden Power
	Rock	Stealth Rock
	Psychic	Zen Headbutt

#483 Dialga

TYPE: Steel / Dragon



HEIGHT: 5.4m / 17'09"
WEIGHT: 683kg/1505 lbs

STRENGTH ●●●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●●●
SPECIAL ●●●●●●●●
INSIGHT ●●●●●●

BASE HP: 7
SUGGESTED RANK: Master

ABILITIES: Pressure & Telepathy

EVOLUTIVE STAGE: Unknown.


#483

Pokédex has no data.

In some religions there is a being called "The God of Time" whose first roar brought future, present and past.

RANK	TYPE	MOVE NAME
	Dragon	Dragon Breath
	Steel	Metal Claw
	Normal	Slash
	Steel	Metal Burst
	Ground	Earth Power
	Steel	Iron Tail
	Steel	Flash Cannon
	Normal	Psych Up
	Dragon	Dragon Pulse

RANK	TYPE	MOVE NAME
	Normal	Scary Face
	Rock	Ancient Power
	Rock	Power Gem
	Dragon	Dragon Claw
	Fight	Aura Sphere
	Dragon	Roar of Time
	Normal	Hidden Power
	Psychic	Trick Room
	Steel	Iron Defense

#484 Palkia

TYPE: Water / Dragon

RANK	TYPE	MOVE NAME
	Dragon	Dragon Breath
	Water	Water Pulse
	Normal	Slash
	Water	Aqua Tail
	Ground	Earth Power
	Normal	Hyper Voice
	Water	Hydro Pump
	Normal	Psych Up
	Dragon	Dragon Pulse

RANK	TYPE	MOVE NAME
	Normal	Scary Face
	Rock	Ancient Power
	Rock	Power Gem
	Dragon	Dragon Claw
	Fight	Aura Sphere
	Dragon	Spacial Rend
	Normal	Hidden Power
	Psychic	Gravity
	Water	Liquidation



STRENGTH ●●●●●●●
DEXTERITY ●●●●●●
VITALITY ●●●●●●
SPECIAL ●●●●●●●●
INSIGHT ●●●●●●●

HEIGHT: 4.2m / 13'09"
WEIGHT: 336kg / 740 lbs

BASE HP: 5
SUGGESTED RANK: Master

ABILITIES: Pressure & Telepathy

Pokédex has no data.

A fantasy book describes a place where space bends in impossible ways and the master of that site was a Pokémon with a similar appearance.

EVOLUTIVE STAGE: Unknown.


#484

#485 Heatran

TYPE: Fire / Steel



STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●●
SPECIAL ●●●●●●●
INSIGHT ●●●●●●

HEIGHT: 1.7m / 5'07"
WEIGHT: 430kg / 948 lbs

BASE HP: 4
SUGGESTED RANK: Pro

ABILITIES: Flash Fire & Flame Body

Pokédex has no data.

An old painting showed a similar Pokémon standing atop of an erupting Volcano.

EVOLUTIVE STAGE: Unknown.


#485

RANK	TYPE	MOVE NAME
	Rock	Ancient Power
	Fire	Fire Fang
	Dark	Crunch
	Fire	Lava Plume
	Steel	Iron Head
	Fire	Heat Wave
	Fire	Magma Storm
	Fire	Sunny Day
	Dragon	Dragon Pulse

RANK	TYPE	MOVE NAME
	Normal	Leer
	Steel	Metal Sound
	Normal	Scary Face
	Fire	Fire Spin
	Ground	Earth Power
	Rock	Stone Edge
	Steel	Iron Defense
	Ground	Stomping Tantrum
	Normal	Uproar

#486 Regigigas

TYPE: Normal

RANK	TYPE	MOVE NAME
	Steel	Heavy Slam
	Fire	Fire Punch
	Electric	Thunder Punch
	Dark	Knock Off
	Normal	Foresight
	Rock	Wide Guard
	Dark	Payback
	Normal	Psych Up
	Normal	Substitute
	Fight	Superpower

RANK	TYPE	MOVE NAME
	Normal	Crush Grip
	Ice	Ice Punch
	Normal	Dizzy Punch
	Ghost	Confuse Ray
	Fight	Revenge
	Psychic	Zen Headbutt
	Normal	Hidden Power
	Normal	Giga Impact
	Normal	Strength
	Normal	Nature Power



STRENGTH ●●●●●●●●
DEXTERITY ●●●●●●
VITALITY ●●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●●

HEIGHT: 3.7m / 12'02"
WEIGHT: 1 ton /2204 lbs

BASE HP: 6
SUGGESTED RANK: Master

ABILITIES: Slow Start

Pokédex has no data.

A very old legend tells about the King of Giants, who could crush a mountain with its grip and mold living titans from the rubble.

EVOLUTIVE STAGE: Unknown.


#486

#487 Giratina

TYPE: Ghost / Dragon



STRENGTH ●●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●●●
SPECIAL ●●●●●●
INSIGHT ●●●●●●●

HEIGHT: 4.5m / 14'09"
WEIGHT: 750kg/1653 lbs

BASE HP: 8
SUGGESTED RANK: Master

ABILITIES: Pressure & Telepathy

PLOT DEVICE.

EVOLUTIVE STAGE: Unknown.


#487

RANK	TYPE	MOVE NAME
	Dragon	Dragon Breath
	Ghost	Ominous Wind
	Normal	Slash
	Ghost	Destiny Bond
	Ground	Earth Power
	Ghost	Shadow Claw
	Ghost	Hex
	Normal	Psych Up
	Normal	Pain Split
	Dragon	Draco Meteor

RANK	TYPE	MOVE NAME
	Normal	Scary Face
	Rock	Ancient Power
	Ghost	Shadow Sneak
	Dragon	Dragon Claw
	Fight	Aura Sphere
	Ghost	Shadow Force
	Normal	Hidden Power
	Ghost	Spite
	Dragon	Outrage
	Psychic	Gravity

Origin Giratina

TYPE: Ghost / Dragon



HEIGHT: 1.6m / 5'03"
WEIGHT: 56kg / 124 lbs

PLOT DEVICE

STRENGTH ●●●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●●
SPECIAL ●●●●●●●
INSIGHT ●●●●●●

BASE HP: 8
SUGGESTED RANK: Master

ABILITIES: Levitate

EVOLUTIVE STAGE: Unknown.

RANK	TYPE	MOVE NAME
	Dragon	Dragon Breath
	Ghost	Ominous Wind
	Normal	Slash
	Ghost	Destiny Bond
	Ground	Earth Power
	Ghost	Shadow Claw
	Ghost	Hex
	Normal	Psych Up
	Normal	Pain Split
	Dragon	Draco Meteor

RANK	TYPE	MOVE NAME
	Normal	Scary Face
	Rock	Ancient Power
	Ghost	Shadow Sneak
	Dragon	Dragon Claw
	Fight	Aura Sphere
	Ghost	Shadow Force
	Normal	Hidden Power
	Ghost	Spite
	Dragon	Outrage
	Psychic	Gravity

#488 Cresselia

TYPE: Psychic



HEIGHT: 1.5m / 5'00"
WEIGHT: 85kg / 188 lbs

Pokédex has no data.
The embodiment of dreams comes to life during the crescent moon nights. You will be blessed with peaceful bedtimes if you keep one of its feathers. Or so they say.

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●●●

BASE HP: 6
SUGGESTED RANK: Pro

ABILITIES: Levitate

EVOLUTIVE STAGE: Unknown.


#488

RANK	TYPE	MOVE NAME
	Psychic	Lunar Dance
	Psychic	Psycho Cut
	Psychic	Confusion
	Normal	Safeguard
	Ice	Aurora Beam
	Normal	Slash
	Fairy	Moonblast
	Normal	Captivate
	Normal	Protect
	Psychic	Light Screen

RANK	TYPE	MOVE NAME
	Psychic	Psycho Shift
	Fairy	Moonlight
	Normal	Double Team
	Ice	Mist
	Psychic	Future Sight
	Psychic	Psychic
	Psychic	Rest
	Psychic	Calm Mind
	Psychic	Magic Coat
	Psychic	Reflect

#489 Phione

TYPE: Water



HEIGHT: 0.4m / 1'04"
WEIGHT: 3kg / 6 lbs

Pokédex has no data.
There have been sightings of small groups of similar Pokémon but its existance has never been confirmed. It is said to be the offspring of Manaphy.

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

BASE HP: 4
SUGGESTED RANK: Pro

ABILITIES: Hydration

EVOLUTIVE STAGE: Unknown.


#489

RANK	TYPE	MOVE NAME
	Water	Bubble
	Fairy	Charm
	Water	Bubble Beam
	Water	Whirlpool
	Water	Aqua Ring
	Water	Rain Dance
	Normal	Helping Hand
	Normal	Last Resort

RANK	TYPE	MOVE NAME
	Water	Water Sport
	Normal	Supersonic
	Poison	Acid Armor
	Water	Water Pulse
	Water	Dive
	Water	Surf
	Normal	Heal Bell

#490 Manaphy

TYPE: Water



HEIGHT: 0.3m / 1'00"
WEIGHT: 1kg / 3 lbs

Pokédex has no data.
It is said that after the war for land and sea was over, a tiny Pokémon was born from the bottom of the ocean to bond with all the creatures as a sign of peace.

STRENGTH ●●●●●●
DEXTERITY ●●●●●●
VITALITY ●●●●●●
SPECIAL ●●●●●●
INSIGHT ●●●●●●

BASE HP: 5
SUGGESTED RANK: Pro

ABILITIES: Hydration

EVOLUTIVE STAGE: Unknown.


#490

RANK	TYPE	MOVE NAME
	Bug	Tail Glow
	Water	Water Sport
	Normal	Supersonic
	Poison	Aceid Armor
	Water	Water Pulse
	Water	Dive
	Water	Surf
	Water	Liquidation
	Flying	Bounce

RANK	TYPE	MOVE NAME
	Water	Bubble
	Fairy	Charm
	Water	Bubble Beam
	Water	Whirlpool
	Water	Aqua Ring
	Water	Rain Dance
	Psychic	Heart Swap
	Ice	Icy Wind

#491 Darkrai

TYPE: Dark



STRENGTH	●●●●●
DEXTERITY	●●●●●●●
VITALITY	●●●●●
SPECIAL	●●●●●●●
INSIGHT	●●●●●

HEIGHT: 1.5m / 5'00"
WEIGHT: 50kg / 111 lbs

BASE HP: 4
SUGGESTED RANK: Pro

ABILITIES: Bad Dreams

EVOLUTIVE STAGE: Unknown.


#491

Pokédex has no data.
All around the world, young children have depicted a similar figure in their drawings.
They call it "The Boogeyman". People say it will make all your nightmares come true.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Ghost	Ominous Wind		Normal	Disable
	Normal	Quick Attack		Psychic	Hypnosis
	Dark	Feint Attack		Ghost	Nightmare
	Normal	Double Team		Ice	Haze
	Dark	Dark Void		Dark	Nasty Plot
	Psychic	Dream Eater		Dark	Dark Pulse
	Dark	Torment		Psychic	Wonder Room
	Dark	Foul Play		Ghost	Spite

#492 Shaymin

TYPE: Grass



STRENGTH	●●●●●●
DEXTERITY	●●●●●●
VITALITY	●●●●●●
SPECIAL	●●●●●●
INSIGHT	●●●●●●

HEIGHT: 0.8m / 0'08"
WEIGHT: 2kg / 4 lbs

BASE HP: 5
SUGGESTED RANK: Pro

ABILITIES: Natural Cure

EVOLUTIVE STAGE: Unknown.


#492

Pokédex has no data.
There are old traces of gigantic trees that once grew all over the earth. They were called the "Trees of Life" and their flowers granted the power of flight to the kind-hearted, or so the legend says.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Growth		Grass	Magical Leaf
	Grass	Leech Seed		Grass	Synthesis
	Normal	Sweet Scent		Normal	Natural Gift
	Grass	Worry Seed		Grass	Aromatherapy
	Grass	Energy Ball		Fairy	Sweet Kiss
	Psychic	Healing Wish		Grass	Seed Flare
	Ground	Earth Power		Normal	Endeavor
	Grass	Giga Drain		Psychic	Zen Headbutt

#492 Shaymin

TYPE: Grass / Flying



STRENGTH	●●●●●●
DEXTERITY	●●●●●●●
VITALITY	●●●●●
SPECIAL	●●●●●●●
INSIGHT	●●●●●

HEIGHT: 1.6m / 5'03"
WEIGHT: 56kg / 124 lbs

BASE HP: 5
SUGGESTED RANK: Pro

ABILITIES: Serene Grace

EVOLUTIVE STAGE: Unknown.


#492

Pokédex has no data.
There are old traces of gigantic trees that once grew all over the earth. They were called the "Trees of Life" and their flowers granted the power of flight to the kind-hearted, or so the legend says.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Growth		Grass	Magical Leaf
	Grass	Leech Seed		Grass	Synthesis
	Normal	Sweet Scent		Normal	Natural Gift
	Grass	Worry Seed		Flying	Air Slash
	Grass	Energy Ball		Fairy	Sweet Kiss
	Grass	Leaf Storm		Grass	Seed Flare
	Normal	Endeavor		Psychic	Zen Headbutt
	Grass	Giga Drain		Flying	Tailwind

#493 Arceus

TYPE: Normal



STRENGTH	●●●●●●●●●●●●
DEXTERITY	●●●●●●●●●●●●
VITALITY	●●●●●●●●●●●●
SPECIAL	●●●●●●●●●●●●
INSIGHT	●●●●●●●●●●●●

HEIGHT: 3.2m / 10'06"
WEIGHT: 320kg / 705 lbs

BASE HP: 6
SUGGESTED RANK: Master

ABILITIES: Multitype

EVOLUTIVE STAGE: Unknown.


#493

PLOT DEVICE.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Fight	Seismic Toss		Psychic	Cosmic Power
	Normal	Natural Gift		Dark	Punishment
	Psychic	Gravity		Ground	Earth Power
	Normal	Hyper Voice		Normal	Extreme Speed
	Normal	Refresh		Psychic	Future Sight
	Normal	Recover		Normal	Hyper Beam
	Normal	Perish Song		Normal	Judgment
	Steel	Sunsteel Strike		Bug	Infestation
	Electric	Zap Cannon		Dragon	Draco Meteor
	Fairy	Light of Ruin		Fire	Inferno
	Flying	Hurricane		Ghost	Phantom Force
	Grass	Frenzy Plant		Fight	Detect
	Ice	Sheer Cold		Poison	Sludge Wave
	Rock	Ancient Power		Water	Origin Pulse

#494 Victini

TYPE: Psychic / Fire

RANK	TYPE	MOVE NAME
1	Fire	Searing Shot
1	Psychic	Confusion
1	Normal	Quick Attack
1	Normal	Headbutt
1	Fight	Reversal
1	Psychic	Zen Headbutt
1	Normal	Double-Edge
1	Fight	Final Gambit
1	Fire	Overheat
1	Electric	Shock Wave
1	Normal	Focus Energy
1	Fire	Incinerate
1	Normal	Endure
1	Fire	Flame Charge
1	Fire	Flame Burst
1	Fire	Inferno
1	Fire	Flare Blitz
1	Psychic	Stored Power
1	Psychic	Trick
1	Fire	V-Create



HEIGHT: 0.4m / 1'04"
WEIGHT: 4kg / 8 lbs

Pokédex has no data.
On tournament days, Trainers eat a "V" shaped apple as a sign of good luck. It is unknown if it has anything to do with this Pokémon.

STRENGTH ●●●●●●
DEXTERITY ●●●●●●
VITALITY ●●●●●●
SPECIAL ●●●●●●
INSIGHT ●●●●●●

BASE HP: 5
SUGGESTED RANK: Pro

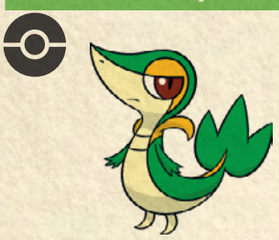
ABILITIES: Victory Star

EVOLUTIVE STAGE: Unknown.


#494

#495 Snivy

TYPE: Grass



HEIGHT: 0.6m / 2'00"
WEIGHT: 8kg / 17 lbs

Grass Snake Pokémon
It is very intelligent and independent, although it seems calm it doesn't like being bossed around.
Being exposed to lots of sunlight makes its movements swifter. The tail drops if it is not feeling well.

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Overgrow

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#495 #496 #497

RANK	TYPE	MOVE NAME
1	Normal	Tackle
1	Grass	Vine Whip
1	Normal	Growth
1	Grass	Leech Seed
1	Normal	Slam
1	Poison	Coil
1	Normal	Wring Out
1	Grass	Leaf Storm
1	Grass	Synthesis
1	Normal	Leer
1	Normal	Wrap
1	Grass	Leaf Tornado
1	Grass	Mega Drain
1	Grass	Leaf Blade
1	Grass	Giga Drain
1	Poison	Gastro Acid
1	Grass	Grass Pledge
1	Dragon	Twister

#496 Servine

TYPE: Grass



HEIGHT: 0.8m / 2'07"
WEIGHT: 16kg / 35 lbs

Grass Snake Pokémon
It moves along the ground by sliding. Its swift movements befuddle its foes, then attacks with a vine whip. It always keeps itself clean and it demands care from its trainer, otherwise it will misbehave.

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Overgrow

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.


#495 #496 #497

RANK	TYPE	MOVE NAME
1	Normal	Tackle
1	Grass	Vine Whip
1	Normal	Growth
1	Grass	Leech Seed
1	Normal	Slam
1	Poison	Coil
1	Normal	Wring Out
1	Grass	Leaf Storm
1	Grass	Synthesis
1	Normal	Leer
1	Normal	Wrap
1	Grass	Leaf Tornado
1	Grass	Mega Drain
1	Grass	Leaf Blade
1	Grass	Giga Drain
1	Poison	Gastro Acid
1	Grass	Frenzy Plant
1	Dragon	Dragon Pulse

#497 Serperior

TYPE: Grass



HEIGHT: 3.3m / 10'10"
WEIGHT: 126kg /277 lbs

Regal Pokémon
It stops enemies dead in their tracks with just one intense glare. It is a noble and proud Pokémon.
It is not aggressive but it can be very stubborn. It takes a really strong foe for it to take the fight seriously.

STRENGTH ●●○○○
DEXTERITY ●●●○○
VITALITY ●●●○○
SPECIAL ●●○○○
INSIGHT ●●●○○

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Overgrow

EVOLUTIVE STAGE: Final.


#495 #496 #497

#498 Tepig

TYPE: Fire



RANK	TYPE	MOVE NAME
1	Normal	Tackle
5	Fire	Ember
9	Normal	Defense Curl
13	Poison	Smog
17	Normal	Take Down
21	Dark	Assurance
25	Rock	Head Smash
29	Fire	Flare Blitz
33	Normal	Body Slam

RANK	TYPE	MOVE NAME
1	Normal	Tail Whip
5	Normal	Odor Sleuth
9	Fire	Flame Charge
13	Rock	Rollout
17	Fire	Heat Crash
21	Fire	Flamethrower
25	Normal	Roar
29	Fire	Fire Pledge
33	Dark	Sucker Punch

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 10kg / 21 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Blaze

Fire Pig Pokémon
It blows fire through its nose. When it catches a cold, the fire becomes pitch-black smoke instead.
Tepig loves to eat roasted berries and its keen sense of smell allows it to find them easily.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



#499 Pignite

TYPE: Fire / Fight



RANK	TYPE	MOVE NAME
1	Normal	Tackle
5	Fire	Ember
9	Normal	Defense Curl
13	Fight	Arm Thrust
17	Rock	Rollout
21	Fire	Heat Crash
25	Fire	Flamethrower
29	Normal	Roar
33	Fire	Fire Pledge
37	Dark	Sucker Punch

RANK	TYPE	MOVE NAME
1	Normal	Tail Whip
5	Normal	Odor Sleuth
9	Fire	Flame Charge
13	Poison	Smog
17	Normal	Take Down
21	Dark	Assurance
25	Rock	Head Smash
29	Fire	Flare Blitz
33	Normal	Body Slam

STRENGTH ●●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●●○○
INSIGHT ●●○○

HEIGHT: 1m / 3'03"
WEIGHT: 55kg / 122 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Blaze

Fire Pig Pokémon
Whatever it eats becomes fuel for the flame on its stomach. When it is angered, the intensity of the flame increases. It is not common to see them the wild. They are mostly found living in warm places.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.



#500 Emboar

TYPE: Fire / Fight



RANK	TYPE	MOVE NAME
1	Normal	Tackle
5	Fire	Ember
9	Normal	Defense Curl
13	Fight	Arm Thrust
17	Rock	Rollout
21	Fire	Heat Crash
25	Fire	Flamethrower
29	Fight	Hammer Arm
33	Fire	Blast Burn
37	Electric	Thunder Punch

RANK	TYPE	MOVE NAME
1	Normal	Tail Whip
5	Normal	Odor Sleuth
9	Normal	Roar
13	Fire	Flame Charge
17	Poison	Smog
21	Normal	Take Down
25	Dark	Assurance
29	Rock	Head Smash
33	Fire	Flare Blitz
37	Steel	Heavy Slam

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○

HEIGHT: 1.6m / 5'03"
WEIGHT: 300kg /660 lbs

BASE HP: 6
SUGGESTED RANK: Ace

ABILITIES: Blaze

Mega Fire Pig Pokémon
Although it has a scary exterior, it is a very gentle Pokémon that cares deeply for family and friends.
It can burst its punches and beard on fire, it also shows proficiency on martial arts like Judo.

EVOLUTIVE STAGE: Final.



#501 Oshawott

TYPE: Water



RANK	TYPE	MOVE NAME
1	Normal	Tackle
5	Water	Water Gun
9	Normal	Focus Energy
13	Bug	Fury Cutter
17	Fight	Revenge
21	Normal	Encore
25	Normal	Retaliate
29	Water	Hydro Pump
33	Flying	Air Slash

RANK	TYPE	MOVE NAME
1	Normal	Tail Whip
5	Water	Water Sport
9	Water	Razor Shell
13	Water	Water Pulse
17	Water	Aqua Jet
21	Water	Aqua Tail
25	Normal	Swords Dance
29	Water	Water Pledge
33	Fight	Detect

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 6kg / 13 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Torrent

Sea Otter Pokémon
It is only seen close to the sea in a few places in the world.
Oshawott uses the scalchop on its chest as a tool for multiple purposes and as a weapon to slash and fight.
It is small but brave and daring.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



#502 Dewott

TYPE: Water



RANK	TYPE	MOVE NAME
	Normal	Tackle
	Water	Water Gun
	Normal	Focus Energy
	Bug	Fury Cutter
	Fight	Revenge
	Normal	Encore
	Normal	Retaliate
	Water	Hydro Pump
	Flying	Air Slash

RANK	TYPE	MOVE NAME
	Normal	Tail Whip
	Water	Water Sport
	Water	Razor Shell
	Water	Water Pulse
	Water	Aqua Jet
	Water	Aqua Tail
	Normal	Swords Dance
	Water	Water Pledge
	Fight	Detect

HEIGHT: 0.8m / 2'07"
WEIGHT: 24kg / 54 lbs

Discipline Pokémon
It isolates itself from others and trains every day to perform a double scalchop slash technique.
This Pokémon takes itself very seriously and won't back down from any challenge.

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Torrent

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.


#501 #502 #503

#503 Samurott

TYPE: Water



HEIGHT: 1.5m / 5'00"
WEIGHT: 94kg / 208 lbs

Formidable Pokémon
It uses the horn on it's head and both seamitars attached to it's front legs as weapons. In the late spring and fall, they gather on cold beaches and fight each other. The winner lets out an intimidating roar.

STRENGTH ●●●○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○
INSIGHT ●●○○○

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Torrent

EVOLUTIVE STAGE: Final.


#501 #502 #503

RANK	TYPE	MOVE NAME
	Normal	Tail Whip
	Water	Water Sport
	Normal	Encore
	Water	Razor Shell
	Water	Water Pulse
	Water	Aqua Jet
	Bug	Megahorn
	Normal	Retaliate
	Water	Hydro Pump
	Dark	Night Slash

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Water	Water Gun
	Normal	Focus Energy
	Bug	Fury Cutter
	Fight	Revenge
	Normal	Slash
	Water	Aqua Tail
	Normal	Swords Dance
	Water	Hydro Cannon
	Steel	Smart Strike

#504 Patrat

TYPE: Normal



RANK	TYPE	MOVE NAME
	Normal	Tackle
	Dark	Bite
	Fight	Detect
	Dark	Crunch
	Normal	Super Fang
	Normal	Work Up
	Normal	Mean Look
	Dark	Nasty Plot
	Normal	Slam
	Grass	Seed Bomb

RANK	TYPE	MOVE NAME
	Normal	Leer
	Normal	Bide
	Ground	Sand Attack
	Psychic	Hypnosis
	Normal	After You
	Normal	Focus Energy
	Normal	Hyper Fang
	Normal	Baton Pass
	Normal	Screech
	Water	Aqua Tail

HEIGHT: 0.5m / 1'08"
WEIGHT: 11kg / 25 lbs

Scout Pokémon
They live in grass fields in big groups. One of them is always looking out for predators. The group gathers food they store on their cheeks to bring it back home. They are wary and alert all the time.

STRENGTH ●●○○
DEXTERITY ●○○○
VITALITY ●○○○
SPECIAL ●○○○
INSIGHT ●○○○

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Run Away & Keen Eye

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Fast.


#504 #505

#505 Watchog

TYPE: Normal



HEIGHT: 1.1m / 3'07"
WEIGHT: 27kg / 59 lbs

Lookout Pokémon
Their fur has a luminicent property. They make the patterns on their bodies glow in order to threaten predators. Their keen eyesight allows them to see in the dark. They are also good diggers.

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Run Away & Keen Eye

EVOLUTIVE STAGE: Final.


#504 #505

RANK	TYPE	MOVE NAME
	Normal	Leer
	Fight	Low Kick
	Fight	Detect
	Ground	Rototiller
	Dark	Crunch
	Ghost	Confuse Ray
	Normal	After You
	Normal	Focus Energy
	Normal	Hyper Fang
	Normal	Baton Pass
	Fire	Fire Punch
	Fight	Revenge

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Dark	Bite
	Normal	Bide
	Ground	Sand Attack
	Psychic	Hypnosis
	Normal	Super Fang
	Normal	Psych Up
	Normal	Mean Look
	Dark	Nasty Plot
	Normal	Slam
	Electric	Thunder Punch

#506 Lillipup



TYPE: Normal

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 4kg / 9 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Vital Spirit & Pick Up

Puppy Pokémon
Good with children and old people, this gentle Pokémon is a favorite to keep as pet. It is very brave and smart and will protect it's trainer against any threat. It uses the hair on its head to feel its surroundings.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#506 #507 #508

RANK	TYPE	MOVE NAME
○	Normal	Leer
●	Normal	Odor Sleuth
●	Fairy	Baby-Doll Eyes
●	Normal	Take Down
●	Dark	Crunch
●	Normal	Retaliate
●	Normal	Last Resort
●	Fairy	Play Rough
●	Normal	Endure

RANK	TYPE	MOVE NAME
○	Normal	Tackle
●	Dark	Bite
●	Normal	Helping Hand
●	Normal	Work Up
●	Normal	Roar
●	Fight	Reversal
●	Normal	Giga Impact
●	Ghost	Lick
●	Normal	Yawn

#507 Herdier



TYPE: Normal

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●○○

HEIGHT: 0.9m / 3'00"
WEIGHT: 14kg / 32 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Intimidate & Sand Rush

Loyal Dog Pokémon
It loyally follows its Trainer's orders. For ages, they have helped Trainers to raise well behaved Pokémon.
It has black, cape-like fur that is very hard and keeps it protected from the weather.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.


#506 #507 #508

RANK	TYPE	MOVE NAME
○	Normal	Leer
●	Normal	Odor Sleuth
●	Normal	Helping Hand
●	Normal	Work Up
●	Normal	Roar
●	Fight	Reversal
●	Normal	Giga Impact
●	Ghost	Lick
●	Normal	Yawn

RANK	TYPE	MOVE NAME
○	Normal	Tackle
●	Dark	Bite
●	Normal	Take Down
●	Dark	Crunch
●	Normal	Retaliate
●	Normal	Last Resort
●	Fairy	Play Rough
●	Normal	Endure

#508 Stoutland



TYPE: Normal

STRENGTH ●●●○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.2m / 4'00"
WEIGHT: 61kg / 134 lbs

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Intimidate & Sand Rush

Big-Hearted Pokémon
For many years this Pokémon has helped with rescue missions in hostile places. Its outer coat is hard on the exterior but soft and silky on the inside. They keep people safe and warm while help is on the way.

EVOLUTIVE STAGE: Final.


#506 #507 #508

RANK	TYPE	MOVE NAME
○	Normal	Tackle
●	Dark	Bite
●	Ice	Ice Fang
●	Electric	Thunder Fang
●	Normal	Take Down
●	Dark	Crunch
●	Normal	Retaliate
●	Normal	Last Resort
●	Fairy	Play Rough
●	Steel	Iron Head

RANK	TYPE	MOVE NAME
○	Normal	Leer
●	Normal	Odor Sleuth
●	Fire	Fire Fang
●	Normal	Helping Hand
●	Normal	Work Up
●	Normal	Roar
●	Fight	Reversal
●	Normal	Giga Impact
●	Psychic	Psychic Fangs
●	Fight	Superpower

#509 Purrloin



TYPE: Dark

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 10kg / 22 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Limber & Unburden

Devious Pokémon
They have adapted to live in the streets of big cities. They steal for fun but their victims can't help but forgive them. Their cute act is a ruse. People who keep them as pets often regret it.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#509 #510

RANK	TYPE	MOVE NAME
○	Normal	Scratch
●	Normal	Assist
●	Normal	Fury Swipes
●	Dark	Torment
●	Dark	Hone Claws
●	Normal	Slash
●	Dark	Snatch
●	Dark	Nasty Plot
●	Fairy	Play Rough
●	Dark	Fake Tears

RANK	TYPE	MOVE NAME
○	Normal	Growl
●	Ground	Sand Attack
●	Dark	Pursuit
●	Normal	Fake Out
●	Dark	Assurance
●	Normal	Captivate
●	Dark	Night Slash
●	Dark	Sucker Punch
●	Psychic	Trick
●	Normal	Pay Day

#510 Liepard

TYPE: Dark

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Normal	Scratch	1	Normal	Growl
2	Normal	Assist	2	Ground	Sand Attack
3	Normal	Fury Swipes	3	Dark	Pursuit
4	Dark	Torment	4	Normal	Fake Out
5	Dark	Hone Claws	5	Dark	Assurance
6	Normal	Slash	6	Dark	Taunt
7	Dark	Snatch	7	Dark	Night Slash
8	Dark	Nasty Plot	8	Dark	Sucker Punch
9	Fairy	Play Rough	9	Fairy	Charm
10	Dark	Fake Tears	10	Psychic	Trick



HEIGHT: 1.1m / 3'07"
WEIGHT: 37kg / 82 lbs

Cruel Pokémon
It's difficult to see one in the wild. These Pokémon vanish and appear attacking unexpectedly. Many Trainers are drawn to their beautiful fur and elegant appeal. But they can be quite dangerous.

STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Limber & Unburden

EVOLUTIVE STAGE: Final.


#509

#510

#511 Pansage

TYPE: Grass



HEIGHT: 0.6m / 2'00"
WEIGHT: 10kg / 23 lbs

Grass Monkey Pokémon
Pansage is a friendly Pokémon. It is good at finding berries and will share them with other Pokémon. The leaves on it's head have medicinal properties, if it finds a sick Pokémon it will offer some to heal it.

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Gluttony

EVOLUTIVE STAGE: First.
EVOLVES WITH: Leaf Stone.


#511

#512

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Normal	Scratch	1	Normal	Play Nice
2	Normal	Leer	2	Ghost	Lick
3	Grass	Vine Whip	3	Normal	Fury Swipes
4	Grass	Leech Seed	4	Dark	Bite
5	Grass	Seed Bomb	5	Dark	Torment
6	Dark	Fling	6	Flying	Acrobatics
7	Grass	Grass Knot	7	Normal	Recycle
8	Normal	Natural Gift	8	Dark	Crunch
9	Grass	Grass Whistle	9	Dark	Nasty Plot
10	Grass	Giga Drain			

#512 Simisage

TYPE: Grass

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Normal	Leer	1	Ghost	Lick
2	Normal	Fury Swipes	2	Grass	Seed Bomb
3	Grass	Synthesis	3	Fairy	Disarming Voice
4	Poison	Gunk Shot			



HEIGHT: 1.1m / 3'07"
WEIGHT: 30kg / 67 lbs

Thorn Monkey Pokémon
It becomes somewhat ill tempered after it evolves. The leaves on it's head can be made into a bitter but effective medicine, however it will attack anyone trying to take them with it's thorned tail.

STRENGTH ●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Gluttony

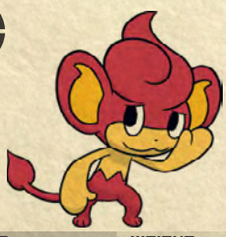
EVOLUTIVE STAGE: Final.


#511

#512

#513 Pansear

TYPE: Fire



HEIGHT: 0.6m / 2'00"
WEIGHT: 11kg / 24 lbs

High Temp Pokémon
It lives close to volcanic mountains. It's very intelligent, it roasts berries before eating them and helps lost people. When angered the tuft of hair on it's head and tail can burst into flames.

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Gluttony

EVOLUTIVE STAGE: First.
EVOLVES WITH: Fire Stone.


#513

#514

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Normal	Scratch	1	Normal	Play Nice
2	Normal	Leer	2	Ghost	Lick
3	Fire	Incinerate	3	Normal	Fury Swipes
4	Normal	Yawn	4	Dark	Bite
5	Fire	Flame Burst	5	Psychic	Amnesia
6	Dark	Fling	6	Flying	Acrobatics
7	Fire	Fire Blast	7	Normal	Natural Gift
8	Dark	Crunch	8	Dark	Nasty Plot
9	Fire	Fire Spin	9	Fairy	Disarming Voice

#514 Simisear

TYPE: Fire



RANK	TYPE	MOVE NAME
	Normal	Leer
	Normal	Fury Swipes
	Poison	Gunk Shot
	Fire	Heat Wave

RANK	TYPE	MOVE NAME
	Ghost	Lick
	Fire	Flame Burst
	Fight	Superpower

STRENGTH ●●●○○
DEXTERITY ●●●○○
VITALITY ●●○○
SPECIAL ●●●○○
INSIGHT ●●○○

HEIGHT: 1m / 3'03"
WEIGHT: 28kg / 61 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Gluttony

Ember Pokémon
A flame burns on top of its head. It scatters embers from its head and tail to sear its opponents. It loves sweets and is not afraid to go near humans to try to get some candy by begging or by stealing.

EVOLUTIVE STAGE: Final.


#513

#514

#515 Panpour

TYPE: Water



RANK	TYPE	MOVE NAME
	Normal	Scratch
	Normal	Leer
	Water	Water Gun
	Normal	Water Sport
	Water	Scald
	Dark	Fling
	Water	Brine
	Normal	Natural Gift
	Dark	Nasty Plot
	Fairy	Disarming Voice

RANK	TYPE	MOVE NAME
	Normal	Play Nice
	Ghost	Lick
	Normal	Fury Swipes
	Dark	Bite
	Dark	Taunt
	Flying	Acrobatics
	Normal	Recycle
	Dark	Crunch
	Water	Aqua Tail

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 13kg / 29 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Gluttony

Spray Pokémon
It does not thrive in dry climates. It keeps itself damp by shooting the water stored in its head tuft. Its water is valued by gardeners and Grass Pokémon breeders as it makes plants grow beautiful.

EVOLUTIVE STAGE: First.
EVOLVES WITH: Water Stone.


#515

#516

#516 Simipour

TYPE: Water



RANK	TYPE	MOVE NAME
	Normal	Leer
	Normal	Fury Swipes
	Water	Aqua Ring
	Poison	Gunk Shot

RANK	TYPE	MOVE NAME
	Ghost	Lick
	Water	Scald
	Water	Hydro Pump

STRENGTH ●●●○○
DEXTERITY ●●●○○
VITALITY ●●○○
SPECIAL ●●●○○
INSIGHT ●●○○

HEIGHT: 1m / 3'03"
WEIGHT: 29kg / 63 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Gluttony

Geyser Pokémon
It prefers places with clean water. When its tuft runs low, it replenishes it by siphoning water up with its tail. It is said that if you see a Simipour swiming in a pond, the water is safe to drink.

EVOLUTIVE STAGE: Final.


#515

#516

#517 Munna

TYPE: Psychic



RANK	TYPE	MOVE NAME
	Psychic	Psywave
	Normal	Lucky Chant
	Psychic	Psybeam
	Fairy	Moonlight
	Psychic	Zen Headbutt
	Ghost	Nightmare
	Psychic	Psychic
	Psychic	Telekinesis
	Psychic	Stored Power
	Normal	Pain Split

RANK	TYPE	MOVE NAME
	Normal	Defense Curl
	Normal	Yawn
	Psychic	Imprison
	Psychic	Hypnosis
	Psychic	Calm Mind
	Psychic	Dream Eater
	Psychic	Synchronoise
	Psychic	Future Sight
	Normal	Heal Bell
	Psychic	Healing Wish

STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 23kg / 56 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Forewarn & Synchronize

Dream Eater Pokémon
It lurks close to towns and eats the dreams of people and Pokémon. When it eats a pleasant dream, it expels pink-colored mist. If you forgot what you dreamed, a Munna must have eaten your dream.

EVOLUTIVE STAGE: First.
EVOLVES WITH: Moon Stone.


#517

#518

#518 Musharna

TYPE: Psychic

RANK	TYPE	MOVE NAME
1	Psychic	Psychic Terrain
1	Psychic	Psybeam
1	Normal	Lucky Chant
1	Normal	Heal Bell
1	Psychic	Healing Wish

RANK	TYPE	MOVE NAME
1	Normal	Defense Curl
1	Psychic	Hypnosis
1	Normal	Pain Split



STRENGTH ●●○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 1.1m / 3'07"
WEIGHT: 60kg / 133 lbs

BASE HP: 6
SUGGESTED RANK: Amateur

ABILITIES: Forewarn & Synchronize

Drowsing Pokémon
It communicates with the mist on its forehead, it can create shapes and images from dreams it has eaten. It is said that this Pokémon is a link between this world and a another one made entirely of dreams.

EVOLUTIVE STAGE: Final.


#517

#518

#519 Pidove

TYPE: Normal Flying



STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 2kg / 4 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Big Pecks & Super Luck

Tiny Pigeon Pokémon
These Pokémon thrive in the cities. They are accustomed to people and they often gather in the parks. They are forgetful and not very smart, but they always remember the way back home.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#519

#520

#521

RANK	TYPE	MOVE NAME
1	Flying	Gust
1	Normal	Leer
1	Flying	Air Cutter
1	Fight	Detect
1	Flying	Air Slash
1	Flying	Feather Dance
1	Normal	Facade
1	Flying	Sky Attack
1	Normal	Lucky Chant

RANK	TYPE	MOVE NAME
1	Normal	Growl
1	Normal	Quick Attack
1	Flying	Roost
1	Dark	Taunt
1	Normal	Razor Wind
1	Normal	Swagger
1	Flying	Tailwind
1	Steel	Steel Wing
1	Psychic	Hypnosis

#520 Tranquil

TYPE: Normal Flying



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○

HEIGHT: 0.6m / 2'00"
WEIGHT: 15kg / 33 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Big Pecks & Super Luck

Wild Pigeon Pokémon
During war and old times people made use of Tranquil's sense of location to send letters. It will never fail to find it's way back home. They like quiet forests and enjoy to relax in the peace and quiet.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.


#519

#520

#521

RANK	TYPE	MOVE NAME
1	Flying	Gust
1	Normal	Leer
1	Flying	Air Cutter
1	Fight	Detect
1	Flying	Air Slash
1	Flying	Feather Dance
1	Normal	Facade
1	Flying	Sky Attack
1	Dark	Night Slash

RANK	TYPE	MOVE NAME
1	Normal	Growl
1	Normal	Quick Attack
1	Flying	Roost
1	Dark	Taunt
1	Normal	Razor Wind
1	Normal	Swagger
1	Flying	Tailwind
1	Fire	Heat Wave
1	Normal	Lucky Chant

#521 Unfezant

TYPE: Normal Flying



STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.2m / 4'00"
WEIGHT: 29kg / 63 lbs

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Big Pecks & Super Luck

Proud Pokémon
Males swing the beautiful plumage on their heads to threaten others and to court females. Although less visually appealing, females are better at flying. Once they form a pair they are mated for life.

EVOLUTIVE STAGE: Final.


#519

#520

#521

#522 Blitzle

TYPE: Electric



RANK	TYPE	MOVE NAME
	Normal	Quick Attack
	Electric	Charge
	Electric	Thunder Wave
	Dark	Pursuit
	Normal	Stomp
	Psychic	Agility
	Normal	Thrash
	Flying	Bounce

RANK	TYPE	MOVE NAME
	Normal	Tail Whip
	Electric	Shock Wave
	Fire	Flame Charge
	Electric	Spark
	Electric	Wild Charge
	Electric	Discharge
	Normal	Me First
	Fight	Double Kick

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 58kg / 110 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Lightiningrod & Motor Drive

Electrified Pokémon
When storm clouds cover the plains you can see them running around chasing the lightnings to absorb them on their mane. They form big herds and use the pattern on their skin to confuse predators.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#522

#523

#523 Zebstrika

TYPE: Electric



RANK	TYPE	MOVE NAME
	Normal	Quick Attack
	Electric	Shock Wave
	Electric	Thunder Wave
	Fire	Flame Charge
	Electric	Spark
	Electric	Wild Charge
	Electric	Discharge
	Flying	Bounce
	Normal	Screech

RANK	TYPE	MOVE NAME
	Normal	Tail Whip
	Electric	Charge
	Electric	Ion Deluge
	Dark	Pursuit
	Normal	Stomp
	Psychic	Agility
	Normal	Thrash
	Fight	Double Kick

STRENGTH ●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 1.6m / 5'03"
WEIGHT: 158kg /350 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Lightiningrod & Motor Drive

Thunderbolt Pokémon
It is very ill tempered and wild, there have been very few cases of it being succesfully tamed.
It can shoot lightning from it's mane in all directions. If you try to mount it without warning it will shock you.

EVOLUTIVE STAGE: Final.


#522

#523

#524 Roggenrola

TYPE: Rock



RANK	TYPE	MOVE NAME
	Normal	Tackle
	Ground	Sand Attack
	Rock	Rock Blast
	Steel	Iron Defense
	Rock	Rock Slide
	Rock	Sandstorm
	Normal	Explosion
	Normal	Lock-On

RANK	TYPE	MOVE NAME
	Normal	Harden
	Normal	Headbutt
	Ground	Mud Slap
	Rock	Smack Down
	Rock	Stealth Rock
	Rock	Stone Edge
	Steel	Autotomize
	Ground	Magnitude

STRENGTH ●●○○○
DEXTERITY ●○
VITALITY ●●○○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 18kg / 39 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Sturdy

Mantle Pokémon
It is made from compressed rock, making it's body almost as hard as steel. It is blind, what looks like it's eye is really an ear, for this reason it can live in the darkest of caves feeding on rocks to grow stronger.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#524

#525

#526

#525 Boldore

TYPE: Rock



RANK	TYPE	MOVE NAME
	Normal	Tackle
	Ground	Sand Attack
	Rock	Rock Blast
	Steel	Iron Defense
	Rock	Power Gem
	Rock	Stealth Rock
	Rock	Stone Edge
	Steel	Autotomize
	Rock	Wide Guard

RANK	TYPE	MOVE NAME
	Normal	Harden
	Normal	Headbutt
	Ground	Mud Slap
	Rock	Smack Down
	Rock	Rock Slide
	Rock	Sandstorm
	Normal	Explosion
	Ground	Magnitude

STRENGTH ●●●○○○
DEXTERITY ●○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●○○

HEIGHT: 0.9m / 3'00"
WEIGHT: 102kg /224 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Sturdy

Ore Pokémon
It releases the excess of energy in the form of red crystals. It is still blind, it looks for for water sources inside underground caves by using echo location. It is a pacific creature that keeps to itself most of the time.

EVOLUTIVE STAGE: Second.
EVOLVES WITH: Trade.


#524

#525

#526

#526 Gigalith

TYPE: Rock



RANK	TYPE	MOVE NAME
	Normal	Tackle
	Ground	Sand Attack
	Rock	Rock Blast
	Steel	Iron Defense
	Rock	Power Gem
	Rock	Stealth Rock
	Rock	Stone Edge
	Steel	Heavy Slam
	Fight	Superpower

RANK	TYPE	MOVE NAME
	Normal	Harden
	Normal	Headbutt
	Ground	Mud Slap
	Rock	Smack Down
	Rock	Rock Slide
	Rock	Sandstorm
	Normal	Explosion
	Rock	Wide Guard

STRENGTH ●●●○○○
DEXTERITY ●●○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.7m / 5'07"
WEIGHT: 520kg /1144 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Sturdy

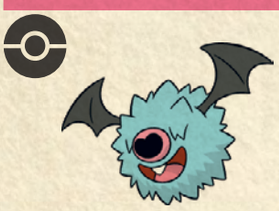
EVOLUTIVE STAGE: Final.


#524 #525 #526

Compressed Pokémon
It is a serious Pokémon that doesn't interact with others too much. It uses the sharp crystals in it's body to recharge using the sun's energy. If angered it can bury it's foe under giant rock slides or explode at will.

#527 Woobat

TYPE: Psychic Flying



RANK	TYPE	MOVE NAME
	Psychic	Confusion
	Flying	Gust
	Psychic	Heart Stamp
	Flying	Air Cutter
	Psychic	Amnesia
	Psychic	Psychic
	Flying	Air Slash
	Flying	Roost
	Fire	Heat Wave

RANK	TYPE	MOVE NAME
	Normal	Odor Sleuth
	Dark	Assurance
	Psychic	Imprison
	Normal	Attract
	Psychic	Calm Mind
	Psychic	Future Sight
	Normal	Endeavor
	Grass	Giga Drain

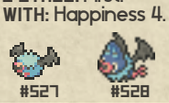
STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 2kg / 4 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Unaware & Klutz

EVOLUTIVE STAGE: First.
EVOLVES WITH: Happiness 4.


#527 #528

Bat Pokémon
It lives in dark forests and caves. Emits ultrasonic waves from its nose it learns about its surroundings. The two small eyes it has get covered by its own fur. It clings to trees and cave walls to sleep at night.

#528 Swoobat

TYPE: Psychic Flying



RANK	TYPE	MOVE NAME
	Psychic	Confusion
	Flying	Gust
	Psychic	Heart Stamp
	Flying	Air Cutter
	Psychic	Amnesia
	Psychic	Psychic
	Flying	Air Slash
	Flying	Roost
	Fire	Heat Wave

RANK	TYPE	MOVE NAME
	Normal	Odor Sleuth
	Dark	Assurance
	Psychic	Imprison
	Normal	Attract
	Psychic	Calm Mind
	Psychic	Future Sight
	Normal	Endeavor
	Grass	Giga Drain

STRENGTH ●●○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 0.9m / 3'00"
WEIGHT: 10kg / 23 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Unaware & Klutz

EVOLUTIVE STAGE: Final.


#527 #528

Courting Pokémon
They communicate by emiting ultrasonic waves through their noses. This sound is not perceived by humans but it can affect their mood and emotions. It hunts Bug Pokémon and loves fresh fruit.

#529 Drilbur

TYPE: Ground



RANK	TYPE	MOVE NAME
	Normal	Scratch
	Normal	Rapid Spin
	Normal	Fury Swipes
	Ground	Dig
	Normal	Slash
	Rock	Sandstorm
	Ground	Earthquake
	Ground	Fissure
	Normal	Rock Climb

RANK	TYPE	MOVE NAME
	Ground	Mud Sport
	Ground	Mud Slap
	Steel	Metal Claw
	Dark	Hone Claws
	Rock	Rock Slide
	Normal	Swords Dance
	Ground	Drill Run
	Steel	Iron Defense
	Fight	Submission

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●●○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 8kg / 18 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Sand Rush & Sand Force

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#529 #530

Mole Pokémon
They can be found in caves and wreaking havoc on vegetable farms. It makes its way swiftly through the soil by putting both claws together and rotating at high speed. It is friendly and not afraid of humans.

#530 Excadrill

TYPE: Ground / Steel

RANK	TYPE	MOVE NAME
1	Ground	Mud Sport
1	Ground	Mud Slap
1	Steel	Metal Claw
1	Dark	Hone Claws
1	Rock	Rock Slide
1	Rock	Sandstorm
1	Ground	Rototiller
2	Ground	Earthquake
2	Ground	Fissure
3	Steel	Smart Strike

RANK	TYPE	MOVE NAME
1	Normal	Scratch
1	Normal	Rapid Spin
1	Normal	Fury Swipes
1	Ground	Dig
1	Normal	Slash
1	Normal	Horn Drill
2	Normal	Swords Dance
2	Ground	Drill Run
3	Steel	Iron Defense
3	Steel	Iron Head



HEIGHT: 0.7m / 2'04"
WEIGHT: 40kg / 89 lbs

Subterrene Pokémon
They build maze-like nests deep underground. Humans make use of their drilling abilities to dig tunnels for subway trains. This Pokémon does not back out from foes and can be a formidable opponent.

STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES:
Sand Rush & Sand Force

EVOLUTIVE STAGE: Final.


#529 #530

#531 Audino

TYPE: Normal



HEIGHT: 1.2m / 4'00"
WEIGHT: 31kg / 68 lbs

Hearing Pokémon
Its auditory sense is astounding, using the feelers on it's ears it can know the health state of others.
It is a caring Pokémon with a sweet disposition to help, but it is not too common to see in the wild.

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

BASE HP: 5
SUGGESTED RANK: Beginner

ABILITIES:
Healer & Regenerator

EVOLUTIVE STAGE: Final.


#531

RANK	TYPE	MOVE NAME
1	Normal	Play Nice
1	Normal	Growl
1	Normal	Hyper Voice
1	Normal	Refresh
1	Normal	Double Slap
1	Normal	Secret Power
1	Normal	Take Down
2	Psychic	Heal Pulse
2	Normal	Double-Edge
3	Normal	Last Resort
3	Normal	Wish

RANK	TYPE	MOVE NAME
1	Normal	Pound
1	Normal	Helping Hand
1	Fairy	Misty Terrain
1	Fairy	Baby-Doll-Eyes
1	Fairy	Disarming Voice
1	Normal	Attract
1	Normal	Entrainment
2	Normal	After You
2	Normal	Simple Beam
3	Fairy	Draining Kiss
3	Normal	Heal Bell

Mega-Audino

TYPE: Normal / Fairy



HEIGHT: 1.6m / 5'03"
WEIGHT: 56kg / 124 lbs

Hearing Pokémon
The power of the Mega Stone increases the purity of this Pokémon, revealing its Fairy type. It is so caring and protective of its trainer that it can hear its cries for help from miles away. It loves to soothe and care for others.

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○○

BASE HP: 6
SUGGESTED RANK: Amateur

ABILITIES:
Healer

EVOLUTIVE STAGE: Mega Evolution.


#531

RANK	TYPE	MOVE NAME
1	Normal	Play Nice
1	Normal	Growl
1	Normal	Hyper Voice
1	Normal	Refresh
1	Normal	Double Slap
1	Normal	Secret Power
1	Normal	Take Down
2	Psychic	Heal Pulse
2	Normal	Double-Edge
3	Normal	Last Resort
3	Normal	Wish

RANK	TYPE	MOVE NAME
1	Normal	Pound
1	Normal	Helping Hand
1	Fairy	Misty Terrain
1	Fairy	Baby-Doll-Eyes
1	Fairy	Disarming Voice
1	Normal	Attract
1	Normal	Entrainment
2	Normal	After You
2	Normal	Simple Beam
3	Fairy	Draining Kiss
3	Normal	Heal Bell

#532 Timburr

TYPE: Fight

RANK	TYPE	MOVE NAME
1	Normal	Pound
1	Normal	Focus Energy
1	Fight	Low Kick
1	Fight	Wake-Up Slap
1	Fight	Bulk Up
1	Fight	Dynamic Punch
2	Fight	Hammer Arm
2	Fight	Focus Punch
3	Normal	Foresight
3	Fight	Detect

RANK	TYPE	MOVE NAME
1	Normal	Leer
1	Normal	Bide
1	Rock	Rock Throw
1	Normal	Chip Away
1	Rock	Rock Slide
1	Normal	Scary Face
2	Rock	Stone Edge
2	Fight	Superpower
3	Fight	Mach Punch



HEIGHT: 0.6m / 2'00"
WEIGHT: 12kg / 27 lbs

Muscular Pokémon
They carry a big log as a tool and as a weapon. You may see them helping with construction work as they strive to challenge their strength. When it can swing the log without problems it is close to evolve.

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●○○

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES:
Guts & Sheer Force

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#532 #533 #534

#533 Gurdurr

TYPE: Fight



STRENGTH ●●●○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●○○
INSIGHT ●●○○

HEIGHT: 1.2m / 3'11"
WEIGHT: 40kg / 88 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Guts & Sheer Force

Muscular Pokémon
This Pokémon is very muscular and strongly built. It likes to show off it's strength and muscles. Some years back a famous wrestler got defeated in just a few seconds by one of these Pokémon.

EVOLUTIVE STAGE: Second.
EVOLVES WITH: Trade.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Pound	○	Normal	Leer
○	Normal	Focus Energy	○	Normal	Bide
○	Fight	Low Kick	○	Rock	Rock Throw
○	Fight	Wake-Up Slap	○	Normal	Chip Away
○	Fight	Bulk Up	○	Rock	Rock Slide
○	Fight	Dynamic Punch	○	Normal	Scary Face
○	Fight	Hammer Arm	○	Rock	Stone Edge
○	Fight	Focus Punch	○	Fight	Superpower
○	Normal	Foresight	○	Fight	Mach Punch
○	Fight	Detect			

#534 Conkeldurr

TYPE: Fight



STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.4m / 4'07"
WEIGHT: 87kg / 191 lbs

BASE HP: 6
SUGGESTED RANK: Ace

ABILITIES: Guts & Sheer Force

Muscular Pokémon
They use concrete pillars as walking canes and swing the pillars freely in battle. Anthropology research says that this Pokémon may have taught humans how to make concret out of rocks thousands of years ago.

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Pound	○	Normal	Leer
○	Normal	Focus Energy	○	Normal	Bide
○	Fight	Low Kick	○	Rock	Rock Throw
○	Fight	Wake-Up Slap	○	Normal	Chip Away
○	Fight	Bulk Up	○	Rock	Rock Slide
○	Fight	Dynamic Punch	○	Normal	Scary Face
○	Fight	Hammer Arm	○	Rock	Stone Edge
○	Fight	Focus Punch	○	Fight	Superpower
○	Normal	Foresight	○	Fight	Drain Punch
○	Rock	Wide Guard			

#535 Tympole

TYPE: Water



STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 4kg / 9 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Swift Swim & Hydration

Tadpole Pokémon
They appear in great numbers on marshes and ponds after a heavy rainfall. They warn others of danger and predators by vibrating their cheeks to create a high-pitched sound.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Water	Bubble	○	Normal	Growl
○	Normal	Supersonic	○	Normal	Round
○	Water	Bubble Beam	○	Ground	Mud Shot
○	Water	Aqua Ring	○	Normal	Uproar
○	Water	Muddy Water	○	Normal	Echoed Voice
○	Normal	Flail	○	Water	Rain Dance
○	Water	Hydro Pump	○	Normal	Hyper Voice
○	Ground	Earth Power	○	Normal	Refresh
○	Ice	Icy Wind			

#536 Palpitoad

TYPE: Water / Ground



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 17kg / 37 lbs

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Swift Swim & Hydration

Vibration Pokémon
It lives both in water and land.
It uses its long, sticky tongue to capture prey. When they vibrate the bumps on their heads, they can make waves in the water and even earthquake-like vibrations on land.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Water	Bubble	○	Normal	Growl
○	Normal	Supersonic	○	Normal	Round
○	Water	Bubble Beam	○	Ground	Mud Shot
○	Water	Aqua Ring	○	Normal	Uproar
○	Water	Muddy Water	○	Normal	Echoed Voice
○	Normal	Flail	○	Water	Rain Dance
○	Water	Hydro Pump	○	Normal	Hyper Voice
○	Ground	Earth Power	○	Normal	Refresh
○	Ice	Icy Wind			

#537 Seismitoad

TYPE: Water / Ground



STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 124kg /272 lbs

BASE HP: 6
SUGGESTED RANK: Amateur

ABILITIES: Swift Swim & Poison Touch

EVOLUTIVE STAGE: Final.


#535 #536 #537

Vibration Pokémon
It is only found in a few marshes, and rarely seen on clean water. They shoot a paralyzing liquid from their head bumps and use the vibrations on their bumps to harm their foes.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Water	Bubble	○	Normal	Growl
●	Normal	Supersonic	●	Normal	Round
●	Water	Bubble Beam	●	Ground	Mud Shot
●	Water	Aqua Ring	●	Normal	Uproar
●	Water	Muddy Water	●	Normal	Echoed Voice
●	Poison	Acid	●	Normal	Flail
●	Fight	Drain Punch	●	Water	Rain Dance
●	Water	Hydro Pump	●	Normal	Hyper Voice
●	Ground	Earth Power	●	Flying	Bounce
●	Dark	Knock Off			

#538 Throh

TYPE: Fight



STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●○○
INSIGHT ●●○○○

HEIGHT: 1.3m / 4'03"
WEIGHT: 55kg / 122 lbs

BASE HP: 6
SUGGESTED RANK: Amateur

ABILITIES: Guts & Inner Focus

EVOLUTIVE STAGE: Final.


#538

Judo Pokémon
When they encounter foes bigger than themselves, they try to throw them away. In the wild they always travel in packs of five and make their clothes and belts out of plants and vines.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Bind	○	Normal	Leer
●	Normal	Focus Energy	●	Normal	Bide
●	Fight	Seismic Toss	●	Fight	Mat Block
●	Fight	Vital Throw	●	Fight	Revenge
●	Fight	Storm Throw	●	Normal	Body Slam
●	Fight	Bulk Up	●	Fight	Circle Throw
●	Normal	Endure	●	Rock	Wide Guard
●	Fight	Superpower	●	Fight	Reversal
●	Fire	Fire Punch	●	Ice	Ice Punch
●	Electric	Thunder Punch			

#539 Sawk

TYPE: Fight



STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●○○
INSIGHT ●●○○○

HEIGHT: 1.4m / 4'07"
WEIGHT: 53kg / 112 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Sturdy & Inner Focus

EVOLUTIVE STAGE: Final.


#539

Karate Pokémon
This Pokémon is entirely dedicated to becoming stronger. Many have secluded in the mountains to train all day. Wild ones make their clothes out of plants and vines they find. Sawk and Throh train together.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Fight	Rock Smash	○	Normal	Leer
●	Normal	Bide	●	Normal	Focus Energy
●	Fight	Double Kick	●	Fight	Low Sweep
●	Fight	Counter	●	Fight	Karate Chop
●	Fight	Brick Break	●	Fight	Bulk Up
●	Normal	Retaliate	●	Normal	Endure
●	Fight	Quick Guard	●	Fight	Close Combat
●	Fight	Reversal	●	Dragon	Dual Chop
●	Normal	Helping Hand	●	Normal	Block

#540 Sewaddle

TYPE: Bug / Grass



STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●○○
INSIGHT ●●○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 2kg / 5 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Swarm & Chlorophyll

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Fast.


#540 #541 #542

Sewing Pokémon
It is a sweet Pokémon that loves its family. It hides its head in the leaf hood while it is sleeping. The silk they produce it's highly valued to make expensive clothing, this makes it a popular pet for fashion designers.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Tackle	○	Bug	String Shot
●	Bug	Bug Bite	●	Grass	Razor Leaf
●	Bug	Struggle Bug	●	Normal	Endure
●	Bug	Sticky Web	●	Bug	Bug Buzz
●	Normal	Flail	●	Normal	Baton Pass
●	Normal	Camouflage	●	Bug	Silver Wind

#541 Swadloon

TYPE: Bug / Grass



STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 7kg / 16 lbs

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Leaf Guard & Chlorophyll

Leaf-Wrapped Pokémon
Preferring dark and damp places, it spends the entire day inside rotting logs. It protects itself from the cold by wrapping up in leaves. It's kind of moody and it likes to remain undisturbed.

EVOLUTIVE STAGE: Second.
EVOLVES WITH: Happiness 4.



RANK	TYPE	MOVE NAME
	Bug	String Shot
	Grass	Razor Leaf
	Grass	Grass Whistle
	Normal	Camouflage
	Grass	Seed Bomb

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Bug	Bug Bite
	Normal	Protect
	Steel	Iron Defense

#542 Leavanny

TYPE: Bug / Grass



STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1.2m / 4'00"
WEIGHT: 20kg / 45 lbs

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Swarm & Chlorophyll

Nurturing Pokémon
It is a gentle and caring Pokémon. Mostly known for making clothes out of leaves and silk for any small pokémon it finds. It warms and protects its eggs making nests of fermenting leaves.

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME
	Bug	String Shot
	Grass	Razor Leaf
	Normal	False Swipe
	Normal	Slash
	Bug	Fell Stinger
	Bug	X-Scissor
	Normal	Swords Dance
	Psychic	Agility
	Normal	Screech

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Bug	Bug Bite
	Bug	Struggle Bug
	Normal	Helping Hand
	Grass	Leaf Blade
	Normal	Entrainment
	Grass	Leaf Storm
	Grass	Synthesis

#543 Venipede

TYPE: Bug / Poison



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●○○

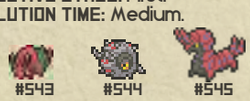
HEIGHT: 0.4m / 1'04"
WEIGHT: 5kg / 11 lbs

BASE HP: 3
SUGGESTED RANK: Amateur

ABILITIES: Poison Point & Swarm

Centipede Pokémon
Incredibly aggressive for a Pokémon that size. It uses the feelers on it's front and back to locate things around. Its bite injects a potent venom, enough to deter the large bird Pokémon that try to prey on it.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME
	Normal	Defense Curl
	Poison	Poison Sting
	Dark	Pursuit
	Poison	Poison Tail
	Poison	Venoshock
	Poison	Toxic
	Normal	Rock Climb
	Poison	Toxic Spikes
	Bug	Pin Missile

RANK	TYPE	MOVE NAME
	Rock	Rollout
	Normal	Screech
	Normal	Protect
	Bug	Bug Bite
	Psychic	Agility
	Bug	Steamroller
	Normal	Double-Edge
	Ground	Spikes

#544 Whirlpede

TYPE: Bug / Poison



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●○○
INSIGHT ●●○○○

HEIGHT: 1.2m / 3'11"
WEIGHT: 58kg / 129 lbs

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Poison Point & Swarm

Curlipede Pokémon
It is usually motionless, when it is attacked, it rotates at high speed and then crashes into its opponent with its body full of poison spikes. Inside it is storing energy for evolving, which normaly takes a few months.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME
	Normal	Defense Curl
	Poison	Poison Sting
	Dark	Pursuit
	Poison	Poison Tail
	Bug	Bug Bite
	Psychic	Agility
	Poison	Venoshock
	Normal	Rock Climb
	Poison	Toxic Spikes
	Bug	Pin Missile

RANK	TYPE	MOVE NAME
	Rock	Rollout
	Normal	Screech
	Normal	Protect
	Steel	Iron Defense
	Poison	Toxic
	Bug	Steamroller
	Poison	Venom Drench
	Normal	Double-Edge
	Ground	Spikes

#545 Scolipede

TYPE: Bug / Poison



STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●○○
INSIGHT ●●○○

HEIGHT: 2.5m / 8'02"
WEIGHT: 200kg /442 lbs

BASE HP: 5
SUGGESTED RANK: Pro

ABILITIES: Poison Point & Swarm

EVOLUTIVE STAGE: Final.



Megapede Pokémon
Highly aggressive, it uses the claws on its neck to immobilize its prey and then inject them with poison to finish them off. Be very careful around this Pokémon as it will chase you relentlessly until it gets you.

RANK	TYPE	MOVE NAME
○	Normal	Defense Curl
○	Poison	Poison Sting
○	Dark	Pursuit
○	Poison	Poison Tail
○	Poison	Venoshock
○	Psychic	Agility
○	Bug	Steamroller
○	Normal	Rock Climb
○	Bug	Megahorn
○	Water	Aqua Tail

RANK	TYPE	MOVE NAME
○	Rock	Rollout
○	Normal	Screech
○	Normal	Protect
○	Bug	Bug Bite
○	Normal	Baton Pass
○	Poison	Toxic
○	Poison	Venom Drench
○	Normal	Double-Edge
○	Steel	Smart Strike
○	Fight	Superpower

#546 Cottonee

TYPE: Grass / Fairy



STRENGTH ●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 0.6kg / 1 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Prankster & Infiltrator

EVOLUTIVE STAGE: First.
EVOLVES WITH: Sun Stone.



Cotton Puff Pokémon
They go wherever the wind takes them. On rainy days they can't float, so they take shelter beneath big trees. To defend from predators they shed their cotton and leave it as a decoy while they escape.

RANK	TYPE	MOVE NAME
○	Grass	Absorb
○	Normal	Growth
○	Grass	Stun Spore
○	Grass	Cotton Spore
○	Poison	Poison Powder
○	Fairy	Charm
○	Grass	Giga Drain
○	Fire	Sunny Day
○	Grass	Solar Beam
○	Dark	Fake Tears

RANK	TYPE	MOVE NAME
○	Fairy	Fairy Wind
○	Grass	Leech Seed
○	Grass	Mega Drain
○	Grass	Razor Leaf
○	Normal	Helping Hand
○	Grass	Energy Ball
○	Grass	Cotton Guard
○	Normal	Endeavor
○	Dark	Beat Up
○	Normal	Encore

#547 Whimsicott

TYPE: Grass / Fairy



STRENGTH ●●○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 6kg / 14 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Prankster & Infiltrator

EVOLUTIVE STAGE: Final.



Windveiled Pokémon
Riding whirlwinds, they appear and disappear. These Pokémon sneak through even the smallest gaps into houses and cause all sorts of mischief the balls of white fluff it leaves behind reveal its presence.

RANK	TYPE	MOVE NAME
○	Normal	Growth
○	Grass	Mega Drain
○	Flying	Gust
○	Fairy	Moonblast
○	Dark	Fake Tears
○	Normal	Encore

RANK	TYPE	MOVE NAME
○	Grass	Leech Seed
○	Grass	Cotton Spore
○	Flying	Tailwind
○	Flying	Hurricane
○	Dark	Memento

#548 Petilil

TYPE: Grass



STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 6kg / 14 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Chlorophyll & Own Tempo

EVOLUTIVE STAGE: First.
EVOLVES WITH: Sun Stone.



Bulb Pokémon
Since they prefer moist and nutritive soil, the areas where Petilil live are known to be good for growing plants. The leaves on its head can be used for medicinal purposes, but they are extra bitter.

RANK	TYPE	MOVE NAME
○	Grass	Absorb
○	Grass	Leech Seed
○	Grass	Mega Drain
○	Grass	Magical Leaf
○	Normal	Helping Hand
○	Grass	Energy Ball
○	Normal	Entrainment
○	Normal	After You
○	Fairy	Charm
○	Grass	Grass Whistle

RANK	TYPE	MOVE NAME
○	Normal	Growth
○	Grass	Sleep Powder
○	Grass	Synthesis
○	Grass	Stun Spore
○	Grass	Aromatherapy
○	Grass	Giga Drain
○	Fire	Sunny Day
○	Grass	Leaf Storm
○	Normal	Heal Bell

#549 Liligant

TYPE: Grass



STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 1.1m / 3'07"
WEIGHT: 16kg / 35 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Chlorophyll & Own Tempo

EVOLUTIVE STAGE: Final.

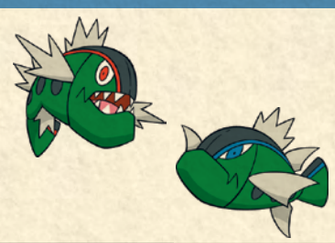
#548 #549

Flowering Pokémon
Even veteran gardeners face a challenge in getting its beautiful flower to bloom as it withers with ease. This Pokémon is popular among celebrities due to it's grace, ellegance and delicious aroma.

RANK	TYPE	MOVE NAME
1	Normal	Growth
5	Grass	Mega Drain
10	Normal	Teeter Dance
15	Bug	Quiver Dance
20	Normal	Sweet Scent
25	Grass	Ingrain
30	Grass	Leech Seed
35	Grass	Synthesis
40	Grass	Petal Dance
45	Grass	Petal Blizzard
50	Psychic	Healing Wish

#550 Basculin

TYPE: Water



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○
SPECIAL ●●○○○
INSIGHT ●●●○○

HEIGHT: 1m / 3'00"
WEIGHT: 18kg / 39 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Adaptability & Reckless

EVOLUTIVE STAGE: Final.

#550

Hostile Pokémon
Two variants exist of the same Pokémon, a blue one and a red one but they don't get along as they compete for territory and prey.
These Pokémon are very hostile, but also delicious when grilled.

RANK	TYPE	MOVE NAME
1	Normal	Tail Whip
1	Water	Water Gun
5	Normal	Headbutt
10	Water	Aqua Jet
15	Normal	Take Down
20	Water	Aqua Tail
25	Normal	Flail
30	Normal	Double-Edge
35	Fight	Final Gambit
40	Psychic	Agility
45	Fight	Superpower
1	Normal	Tackle
1	Normal	Uproar
5	Dark	Bite
10	Normal	Chip Away
15	Dark	Crunch
20	Water	Soak
25	Normal	Scary Face
30	Rock	Head Smash
35	Normal	Thrash
40	Water	Muddy Water

#551 Sandile

TYPE: Ground Dark



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 15kg / 33 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Intimidate & Moxie

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.

#551 #552 #553

Desert Croc Pokémon
They live hidden under the desert sands with only their eyes and nostrils visible. They don't prey on anything bigger than themselves but can be troublesome if they are being leaded by one of it's evolved forms.

RANK	TYPE	MOVE NAME
1	Normal	Leer
5	Dark	Bite
10	Dark	Torment
15	Dark	Assurance
20	Dark	Embargo
25	Dark	Crunch
30	Normal	Scary Face
35	Rock	Sandstorm
40	Normal	Thrash
45	Electric	Thunder Fang
1	Normal	Rage
1	Ground	Sand Attack
5	Ground	Sand Tomb
10	Ground	Mud Slap
15	Normal	Swagger
20	Ground	Dig
25	Dark	Foul Play
30	Ground	Earthquake
35	Dark	Beat Up
40	Water	Aqua Tail

#552 Krokorok

TYPE: Ground Dark



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1m / 3'00"
WEIGHT: 33kg / 73 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Intimidate & Moxie

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.

#551 #552 #553

Desert Croc Pokémon
The protective membranes shield their eyes from sandstorms and allow them to see in the dark. They can be aggressive and territorial and love to destroy things with their fangs.

RANK	TYPE	MOVE NAME
1	Normal	Leer
5	Dark	Bite
10	Dark	Torment
15	Dark	Assurance
20	Dark	Embargo
25	Dark	Crunch
30	Normal	Scary Face
35	Rock	Sandstorm
40	Normal	Thrash
45	Electric	Thunder Fang
1	Normal	Rage
1	Ground	Sand Attack
5	Ground	Sand Tomb
10	Ground	Mud Slap
15	Normal	Swagger
20	Ground	Dig
25	Dark	Foul Play
30	Ground	Earthquake
35	Dark	Beat Up
40	Water	Aqua Tail

#553 Krookodile

TYPE: Ground / Dark



STRENGTH ●●●○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 96kg / 212 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Intimidate & Moxie

EVOLUTIVE STAGE: Final.


#551 #552 #553

Intimidation Pokémon
A very violent Pokémon. They try to clamp down on anything that moves in front of their eyes and once grasped they never let the prey escape. It can be very dangerous if it's not tamed correctly.

RANK	TYPE	MOVE NAME
○	Normal	Rage
●	Ground	Sand Attack
●	Dark	Torment
◐	Ground	Sand Tomb
◐	Ground	Mud Slap
◐	Normal	Swagger
◐	Ground	Dig
◐	Dark	Foul Play
◐	Ground	Earthquake
●	Fire	Fire Fang
●	Fight	Superpower

RANK	TYPE	MOVE NAME
○	Normal	Leer
●	Dark	Bite
◐	Dark	Power Trip
◐	Dark	Assurance
◐	Dark	Embargo
◐	Dark	Crunch
◐	Normal	Scary Face
◐	Rock	Sandstorm
◐	Dragon	Outrage
●	Steel	Iron Tail

#554 Darumaka

TYPE: Fire



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●○
INSIGHT ●●○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 37kg / 82 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Hustle

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#554 #555

Zen Charm Pokémon
Lives on deserts and arid terrains. It has a flame inside its body. When the flame burns brightly it becomes very active running around, when the flame is low it falls asleep. Their droppings double as a bonfire.

RANK	TYPE	MOVE NAME
○	Normal	Tackle
●	Fire	Incinerate
●	Fire	Fire Fang
◐	Normal	Uproar
◐	Fire	Fire Punch
◐	Dark	Taunt
◐	Fire	Flare Blitz
◐	Fight	Superpower
●	Normal	Yawn
●	Fire	Heat Wave

RANK	TYPE	MOVE NAME
○	Rock	Rollout
●	Normal	Rage
◐	Normal	Headbutt
◐	Normal	Facade
◐	Normal	Work Up
◐	Normal	Belly Drum
◐	Normal	Thrash
◐	Fire	Overheat
●	Normal	Focus Energy

#555 Darmanitan

TYPE: Fire



STRENGTH ●●●○○○
DEXTERITY ●●●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●○○

HEIGHT: 1.3m / 4'03"
WEIGHT: 92kg / 204 lbs

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Sheer Force

EVOLUTIVE STAGE: Final.


#554 #555

Blazing Pokémon
This Pokémon is shrouded in mystery as old writtings and mural paintings describe it as being blue and using psychic powers, but years of study have not seen those traits on this Pokémon that relies on brute force.

RANK	TYPE	MOVE NAME
○	Normal	Tackle
●	Fire	Incinerate
●	Fire	Fire Fang
◐	Normal	Swagger
◐	Fire	Fire Punch
◐	Dark	Taunt
◐	Normal	Thrash
◐	Fire	Flare Blitz
◐	Fire	Overheat
●	Psychic	Zen Headbutt

RANK	TYPE	MOVE NAME
○	Rock	Rollout
●	Normal	Rage
◐	Normal	Headbutt
◐	Normal	Facade
◐	Normal	Work Up
◐	Normal	Belly Drum
◐	Fight	Hammer Arm
◐	Fight	Superpower
●	Fire	Heat Wave
●	Psychic	Psychic

#555 Darmanitan

TYPE: Fire / Psychic



STRENGTH ●○○
DEXTERITY ●●○○
VITALITY ●●●○○
SPECIAL ●●●○○
INSIGHT ●●●○○

HEIGHT: 1.3m / 4'03"
WEIGHT: 92kg / 204 lbs

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Zen Mode

EVOLUTIVE STAGE: Final.


#554 #555

Blazing Pokémon
Apparently this Darmanitan just became a statue after recieving a lot of damage. It remained immobile, but as soon as it's health recovered it returned to it's original state and lost its psychic powers.

RANK	TYPE	MOVE NAME
○	Normal	Tackle
●	Fire	Incinerate
●	Fire	Fire Fang
◐	Normal	Swagger
◐	Fire	Fire Punch
◐	Dark	Taunt
◐	Normal	Thrash
◐	Fire	Flare Blitz
◐	Fire	Overheat
●	Psychic	Zen Headbutt

RANK	TYPE	MOVE NAME
○	Rock	Rollout
●	Normal	Rage
◐	Normal	Headbutt
◐	Normal	Facade
◐	Normal	Work Up
◐	Normal	Belly Drum
◐	Fight	Hammer Arm
◐	Fight	Superpower
●	Fire	Heat Wave
●	Psychic	Psychic

#556 Maractus

TYPE: Grass



RANK	TYPE	MOVE NAME
	Flying	Peck
	Normal	Growth
	Grass	Spiky Shield
	Grass	Mega Drain
	Grass	Cotton Spore
	Grass	Ingrain
	Dark	Sucker Punch
	Grass	Giga Drain
	Grass	Petal Blizzard
	Grass	Cotton Guard
	Fight	Drain Punch
	Grass	Worry Seed

RANK	TYPE	MOVE NAME
	Grass	Absorb
	Normal	Sweet Scent
	Bug	Pin Missile
	Grass	Synthesis
	Grass	Needle Arm
	Normal	Acupressure
	Grass	Petal Dance
	Normal	After You
	Grass	Solar Beam
	Fire	Sunny Day
	Ground	Spikes

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○

HEIGHT: 1m / 3'03"
WEIGHT: 28kg / 61 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Water Absorb & Chlorophyll

EVOLUTIVE STAGE: Final.


#556

Cactus Pokémon
If you see a Maractus on the desert, follow it, as they make their nests on water oasis. This pacific Pokémon makes a sound similar to a maraca to drive away bird Pokémon that prey on it's seeds and fruit.

#557 Dwebble

TYPE: Bug / Rock



RANK	TYPE	MOVE NAME
	Bug	Fury Cutter
	Water	Withdraw
	Dark	Feint Attack
	Rock	Rock Polish
	Rock	Stealth Rock
	Normal	Slash
	Normal	Shell Smash
	Rock	Rock Wrecker
	Ground	Spikes

RANK	TYPE	MOVE NAME
	Rock	Rock Blast
	Ground	Sand Attack
	Rock	Smack Down
	Bug	Bug Bite
	Rock	Rock Slide
	Bug	X-Scissor
	Normal	Flail
	Steel	Iron Defense
	Dark	Night Slash

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 14kg / 32 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Sturdy & Shell Armor

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#557

#558

Rock Inn Pokémon
Their saliva is corrosive and it uses it to slowly cut pieces of rock. The rock becomes a shelter until it grows too large for it. If the rock breaks, it stays anxious and agitated until it finds a replacement.

#558 Crustle

TYPE: Bug / Rock



RANK	TYPE	MOVE NAME
	Bug	Fury Cutter
	Water	Withdraw
	Dark	Feint Attack
	Rock	Rock Polish
	Rock	Stealth Rock
	Normal	Slash
	Normal	Shell Smash
	Rock	Rock Wrecker
	Rock	Wide Guard

RANK	TYPE	MOVE NAME
	Rock	Rock Blast
	Ground	Sand Attack
	Rock	Smack Down
	Bug	Bug Bite
	Rock	Rock Slide
	Bug	X-Scissor
	Normal	Flail
	Steel	Iron Defense
	Dark	Night Slash

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.4m / 4'07"
WEIGHT: 200kg /449 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Sturdy & Shell Armor

EVOLUTIVE STAGE: Final.


#557

#558

Stone Home Pokémon
They carry enormous boulders as a protective shell. When competing for territory, Crustle fight viciously. The one whose boulder is broken is the loser of the battle. They feed on the moss that grows in their rock.

#559 Scraggy

TYPE: Dark / Fight



RANK	TYPE	MOVE NAME
	Normal	Leer
	Ground	Sand Attack
	Normal	Headbutt
	Fight	Brick Break
	Normal	Chip Away
	Normal	Scary Face
	Normal	Facade
	Fight	Focus Punch
	Normal	Fake Out
	Fire	Fire Punch

RANK	TYPE	MOVE NAME
	Fight	Low Kick
	Dark	Feint Attack
	Normal	Swagger
	Dark	Payback
	Fight	High Jump Kick
	Dark	Crunch
	Normal	Rock Climb
	Rock	Head Smash
	Electric	Thunder Punch

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●○○
INSIGHT ●●○○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 11kg / 26 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Shed Skin & Moxie

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#559

#560

Shedding Pokémon
It sheds skin constantly, but keeps wearing it since the old skin has a rubber-like texture and it can pull it all the way up to its head. It bashes foes with headbutts and is known for making dirty moves on fights.

#560 Scrafty

TYPE: Dark / Fight

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●●○○○



HEIGHT: 1.1m / 3'07"
WEIGHT: 30kg / 66 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Shed Skin & Moxie

Hoodlum Pokémon
They form gangs and beat anyone who tresspases their territory.
The one with the biggest crest is the leader. They throw powerful kicks and their skin is an excellent shield. Be careful around them.

EVOLUTIVE STAGE: Final.


#559


#560

RANK	TYPE	MOVE NAME
○	Normal	Leer
●	Ground	Sand Attack
●	Normal	Headbutt
●	Fight	Brick Break
●	Normal	Chip Away
●	Normal	Scary Face
●	Normal	Facade
●	Fight	Focus Punch
●	Dragon	Dragon Dance
●	Steel	Iron Defense

RANK	TYPE	MOVE NAME
○	Fight	Low Kick
●	Dark	Feint Attack
●	Normal	Swagger
●	Dark	Payback
●	Fight	High Jump Kick
●	Dark	Crunch
●	Normal	Rock Climb
●	Rock	Head Smash
●	Fight	Drain Punch

#561 Sigilyph

TYPE: Psychic / Flying

STRENGTH ●●○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○



HEIGHT: 1.4m / 4'07"
WEIGHT: 14kg / 30 lbs

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Wonder Skin & Magic Guard

Avianoid Pokémon
It is known that they worked as guards for an acient civilization and a few can still be seen patroling its borders, following the same route for centuries. They attack people that sneak through their barriers.

EVOLUTIVE STAGE: Final.


#561

RANK	TYPE	MOVE NAME
○	Flying	Gust
●	Psychic	Hypnosis
●	Flying	Tailwind
●	Psychic	Psybeam
●	Psychic	Light Screen
●	Psychic	Gravity
●	Psychic	Psychic
●	Psychic	Synchronoise
●	Flying	Sky Attack
●	Psychic	Telekinesis

RANK	TYPE	MOVE NAME
○	Psychic	Miracle Eye
●	Psychic	Psywave
●	Normal	Whirlwind
●	Flying	Air Cutter
●	Psychic	Reflect
●	Flying	Mirror Move
●	Flying	Air Slash
●	Psychic	Cosmic Power
●	Psychic	Stored Power
●	Psychic	Psycho Shift

#562 Yamask

TYPE: Ghost

STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○



HEIGHT: 0.5m / 1'08"
WEIGHT: 1kg / 3 lbs

BASE HP: 3
SUGGESTED RANK: Amateur

ABILITIES: Mummy

Spirit Pokémon
This Pokémon arose from the spirit of a human or a Pokémon that died in the past and was buried with special ceremonies. Each one carries a mask that looks like the face it had in life. A sad Pokémon that weeps often.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.


#562


#563

RANK	TYPE	MOVE NAME
○	Ghost	Astonish
●	Normal	Disable
●	Ghost	Night Shade
●	Fire	Will-O-Wisp
●	Ghost	Curse
●	Psychic	Guard Split
●	Ghost	Grudge
●	Ghost	Destiny Bond
●	Dark	Nasty Plot

RANK	TYPE	MOVE NAME
○	Normal	Protect
●	Ice	Haze
●	Ghost	Hex
●	Ghost	Ominous Wind
●	Psychic	Power Split
●	Ghost	Shadow Ball
●	Normal	Mean Look
●	Dark	Fake Tears
●	Psychic	Role Play

#563 Cofagrigus

TYPE: Ghost

STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●●●○○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○



HEIGHT: 1.7m / 5'07"
WEIGHT: 76kg / 168 lbs

BASE HP: 4
SUGGESTED RANK: Pro

ABILITIES: Mummy

Coffin Pokémon
This Pokémon has only been seen few times in the ruins and tombs of ancient civilizations. It curses and transforms people and Pokémon into mummy-like creatures. It is said it feeds on pure gold.

EVOLUTIVE STAGE: Final.


#562


#563

RANK	TYPE	MOVE NAME
○	Ghost	Astonish
●	Normal	Disable
●	Ghost	Night Shade
●	Fire	Will-O-Wisp
●	Ghost	Curse
●	Psychic	Guard Split
●	Ghost	Shadow Ball
●	Normal	Mean Look
●	Psychic	Imprison
●	Psychic	Heal Block

RANK	TYPE	MOVE NAME
○	Normal	Protect
●	Ice	Haze
●	Ghost	Hex
●	Ghost	Ominous Wind
●	Psychic	Power Split
●	Normal	Scary Face
●	Ghost	Grudge
●	Ghost	Destiny Bond
●	Steel	Iron Defense

#564 Tirtouga

TYPE: Water / Rock



RANK	TYPE	MOVE NAME
1	Normal	Bide
1	Water	Water Gun
5	Dark	Bite
9	Water	Aqua Jet
13	Dark	Crunch
17	Water	Brine
21	Ghost	Curse
25	Normal	Shell Smash
29	Water	Rain Dance
33	Rock	Stealth Rock
37	Normal	Body Slam

RANK	TYPE	MOVE NAME
1	Water	Withdraw
5	Rock	Rollout
9	Normal	Protect
13	Rock	Ancient Power
17	Rock	Wide Guard
21	Rock	Smack Down
25	Water	Aqua Tail
29	Rock	Rock Slide
33	Water	Hydro Pump
37	Steel	Iron Defense

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 11kg / 25 lbs

BASE HP: 3
SUGGESTED RANK: Amateur

ABILITIES: Solid Rock & Sturdy

Prototurtle Pokémon
About 100 million years ago, these Pokémon swam in oceans. It is thought they also went on land to attack prey. One has been clonned from a fossil that was found a mile deep underwater.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#564

#565

#565 Carracosta

TYPE: Water / Rock



RANK	TYPE	MOVE NAME
1	Normal	Bide
1	Water	Water Gun
5	Dark	Bite
9	Water	Aqua Jet
13	Dark	Crunch
17	Water	Brine
21	Ghost	Curse
25	Normal	Shell Smash
29	Water	Rain Dance
33	Steel	Iron Defense
37	Steel	Iron Head

RANK	TYPE	MOVE NAME
1	Water	Withdraw
5	Rock	Rollout
9	Normal	Protect
13	Rock	Ancient Power
17	Rock	Wide Guard
21	Rock	Smack Down
25	Water	Aqua Tail
29	Rock	Rock Slide
33	Water	Hydro Pump
37	Psychic	Guard Split

STRENGTH ●●●○○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 1.2m / 4'00"
WEIGHT: 162kg /356 lbs

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Solid Rock & Sturdy

Prototurtle Pokémon
They can live both in ocean and land. It can knock out a foe with a slap from one of its powerful front fins and chew it up whole.
Fortunately, only one specimen on captivity remains.

EVOLUTIVE STAGE: Final.


#564

#565

#566 Archen

TYPE: Rock / Flying



RANK	TYPE	MOVE NAME
1	Normal	Quick Attack
5	Flying	Wing Attack
9	Normal	Double Team
13	Flying	Pluck
17	Psychic	Agility
21	Flying	Acrobatics
25	Dark	Crunch
29	Bug	U-Turn
33	Dragon	Dragon Claw
37	Steel	Steel Wing
41	Dark	Knock Off

RANK	TYPE	MOVE NAME
1	Normal	Leer
5	Rock	Rock Throw
9	Normal	Scary Face
13	Rock	Ancient Power
17	Fight	Quick Guard
21	Dragon	Dragon Breath
25	Normal	Endeavor
29	Rock	Rock Slide
33	Normal	Thrash
37	Flying	Bounce

STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 0.5m / 1'04"
WEIGHT: 9kg / 20 lbs

BASE HP: 3
SUGGESTED RANK: Amateur

ABILITIES: Defeatist

First Bird Pokémon
Revived from a fossil, this Pokémon is thought to be the ancestor of all bird Pokémon. Its flight abilities are poor so it just hops up by jumping. They are ill tempered and will not eat processed Pokémon food.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#566

#567

#567 Archeops

TYPE: Rock / Flying



RANK	TYPE	MOVE NAME
1	Normal	Quick Attack
5	Flying	Wing Attack
9	Normal	Double Team
13	Flying	Pluck
17	Psychic	Agility
21	Flying	Acrobatics
25	Dark	Crunch
29	Bug	U-Turn
33	Dragon	Dragon Claw
37	Steel	Iron Defense
41	Rock	Head Smash

RANK	TYPE	MOVE NAME
1	Normal	Leer
5	Rock	Rock Throw
9	Normal	Scary Face
13	Rock	Ancient Power
17	Fight	Quick Guard
21	Dragon	Dragon Breath
25	Normal	Endeavor
29	Rock	Rock Slide
33	Normal	Thrash
37	Flying	Sky Attack

STRENGTH ●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○

HEIGHT: 1.4m / 4'07"
WEIGHT: 32kg / 70 lbs

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Defeatist

First Bird Pokémon
They used to form groups that cooperated to catch prey. From the ground, they used a running start to take flight. It is believed that they got extinct due to their poor tolerance to pain.

EVOLUTIVE STAGE: Final.


#566

#567

#568 Trubbish

TYPE: Poison



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 31kg / 68 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Stench & Sticky Hold

Trash Bag Pokémon
The combination of garbage bags and industrial waste caused the chemical reaction that created this Pokémon. It belches a poison gas, breathing it will leave you sick in bed for a week. It loves filthy places.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#568

#569

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Pound		Poison	Poison Gas
	Normal	Recycle		Poison	Toxic Spikes
	Poison	Acid Spray		Normal	Double Slap
	Poison	Sludge		Normal	Stockpile
	Normal	Swallow		Normal	Take Down
	Poison	Sludge Bomb		Poison	Clear Smog
	Poison	Toxic		Psychic	Amnesia
	Poison	Belch		Poison	Gunk Shot
	Normal	Explosion		Fight	Drain Punch
	Ground	Spikes		Rock	Rollout

#569 Garbodor

TYPE: Poison



STRENGTH ●●●○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.9m / 6'03"
WEIGHT: 107kg /236 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Stench & Weak Armor

Trash Heap Pokémon
They absorb garbage to make it part of their bodies and use it to produce toxic substances from their finger tips. They like to remain undisturbed and produce a terrible smell to repel others.

EVOLUTIVE STAGE: Final.


#568

#569

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Pound		Poison	Poison Gas
	Normal	Recycle		Poison	Toxic Spikes
	Poison	Acid Spray		Normal	Double Slap
	Poison	Sludge		Normal	Stockpile
	Normal	Swallow		Normal	Body Slam
	Poison	Sludge Bomb		Poison	Clear Smog
	Poison	Toxic		Psychic	Amnesia
	Poison	Belch		Poison	Gunk Shot
	Normal	Explosion		Fight	Drain Punch
	Ground	Spikes		Rock	Rollout

#570 Zorua

TYPE: Dark



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●●○○○
INSIGHT ●○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 12kg / 27 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Illusion

Tricky Fox Pokémon
They are very hard to find as they can transform into people and other Pokémon. They cannot speak when transformed and their tail remains visible. They ruin reputations by creating michief in disguise.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#570

#571

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Scratch		Normal	Leer
	Dark	Pursuit		Dark	Fake Tears
	Normal	Fury Swipes		Dark	Feint Attack
	Normal	Scary Face		Dark	Taunt
	Dark	Foul Play		Dark	Torment
	Psychic	Agility		Dark	Embargo
	Dark	Punishment		Dark	Nasty Plot
	Psychic	Imprison		Dark	Night Daze
	Psychic	Extrasensory		Fight	Detect
	Dark	Sucker Punch			

#571 Zoroark

TYPE: Dark



STRENGTH ●●●○○
DEXTERITY ●●●○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○

HEIGHT: 1.6m / 5'03"
WEIGHT: 81kg / 178 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Illusion

Illusion Fox Pokémon
They live in groups, their lair's entrace is protected with their illusions and mirages. They have been known to fool entire towns with their tricks. Their illusions can hide their tails now but they remain mute.

EVOLUTIVE STAGE: Final.


#570

#571

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Leer		Normal	Scratch
	Dark	Hone Claws		Dark	Pursuit
	Psychic	Agility		Dark	Embargo
	Bug	U-Turn		Normal	Fury Swipes
	Dark	Feint Attack		Normal	Scary Face
	Dark	Taunt		Dark	Foul Play
	Dark	Night Slash		Dark	Torment
	Dark	Night Daze		Psychic	Imprison
	Dark	Punishment		Dark	Nasty Plot
	Psychic	Extrasensory		Fight	Detect
	Dark	Sucker Punch			

#572 Minccino

TYPE: Normal



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Pound		Fairy	Baby-Doll Eyes
	Normal	Helping Hand		Normal	Tickle
	Normal	Double Slap		Normal	Encore
	Normal	Swift		Normal	Sing
	Normal	Tail Slap		Fairy	Charm
	Fight	Wake-Up Slap		Normal	Echoed Voice
	Normal	Captivate		Normal	Slam
	Normal	Hyper Voice		Normal	Last Resort
	Normal	After You		Water	Aqua Tail
	Steel	Iron Tail		Grass	Seed Bomb

STRENGTH ●●○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 5kg / 12 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Cute Charm & Technician

Chinchilla Pokémon
They greet one another by rubbing their tails, which are always kept well groomed and clean.
Housewives love to keep them as pets because they eagerly help to clean the house.

EVOLUTIVE STAGE: First.
EVOLVES WITH: Shiny Stone.


#572

#573

#573 Cinccino

TYPE: Normal



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Helping Hand		Normal	Tickle
	Grass	Bullet Seed		Rock	Rock Blast
	Normal	Sing		Normal	Tail Slap
	Water	Aqua Tail		Steel	Iron Tail
	Dark	Fake Tears			

STRENGTH ●●●○○
DEXTERITY ●●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 7kg / 16 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Cute Charm & Technician

Scarf Pokémon
Their fur feels amazing to the touch. It produces an oil that repels dust and prevents static electricity from building up. It loves to be groomed and pampered. The fur it sheds is highly valued.

EVOLUTIVE STAGE: Final.


#572

#573

#574 Gothita

TYPE: Psychic



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Pound		Psychic	Confusion
	Normal	Tickle		Normal	Play Nice
	Dark	Fake Tears		Normal	Double Slap
	Psychic	Psybeam		Dark	Embargo
	Dark	Feint Attack		Psychic	Psyshock
	Dark	Flatter		Psychic	Future Sight
	Psychic	Heal Block		Psychic	Psychic
	Psychic	Telekinesis		Fairy	Charm
	Psychic	Magic Room		Psychic	Role Play
	Bug	Signal Beam		Dark	Snatch

STRENGTH ●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 5kg / 12 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Frisk & Competitive

Fixation Pokémon
They continuosuly observe both Trainers and Pokémon. Apparently, they are looking at something that only they can see. The ribbon-like feelers on their body increase their psychic power.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#574

#575

#576

#575 Gothorita

TYPE: Psychic



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Pound		Psychic	Confusion
	Normal	Tickle		Normal	Play Nice
	Dark	Fake Tears		Normal	Double Slap
	Psychic	Psybeam		Dark	Embargo
	Dark	Feint Attack		Psychic	Psyshock
	Dark	Flatter		Psychic	Future Sight
	Psychic	Heal Block		Psychic	Psychic
	Psychic	Telekinesis		Fairy	Charm
	Psychic	Magic Room		Psychic	Role Play
	Bug	Signal Beam		Dark	Snatch

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 18kg / 39 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Frisk & Competitive

Manipulate Pokémon
Starlight is the source of their power. At night, they mark star positions by using floating stones. According to many old tales, it creates friends for itself by controlling sleeping children on starry nights.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.


#574

#575

#576

#576 Gothitelle

TYPE: Psychic

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○



HEIGHT: 1.5m / 5'00"
WEIGHT: 44kg / 97 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES:
Frisk & Competitive

Astral Body Pokémon
They can predict the future from the placement and movement of the stars. They get restless if someone they know will be in danger. They are empathic creatures that can understand human emotion.

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME
○	Normal	Pound
○	Normal	Tickle
○	Dark	Fake Tears
○	Psychic	Psybeam
○	Dark	Feint Attack
○	Dark	Flatter
○	Psychic	Heal Block
○	Psychic	Telekinesis
○	Psychic	Magic Room
○	Normal	Helping Hand

RANK	TYPE	MOVE NAME
○	Psychic	Confusion
○	Normal	Play Nice
○	Normal	Double Slap
○	Dark	Embargo
○	Psychic	Psyshock
○	Psychic	Future Sight
○	Psychic	Psychic
○	Fairy	Charm
○	Psychic	Heal Pulse
○	Dark	Dark Pulse

#577 Solosis

TYPE: Psychic

STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●○○
SPECIAL ●●●○○○
INSIGHT ●●○○



HEIGHT: 0.3m / 1'00"
WEIGHT: 1kg / 2 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES:
Overcoat & Magic Guard

Cell Pokémon
Because their bodies are enveloped in a special liquid, they can survive in any environment. They drive away attackers by unleashing their psychic power. They communicate with their minds.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME
○	Psychic	Psywave
○	Rock	Rollout
○	Normal	Hidden Power
○	Fairy	Charm
○	Psychic	Psyshock
○	Psychic	Psychic
○	Psychic	Future Sight
○	Psychic	Heal Block
○	Poison	Acid Armor
○	Ghost	Confuse Ray

RANK	TYPE	MOVE NAME
○	Psychic	Reflect
○	Dark	Snatch
○	Psychic	Light Screen
○	Normal	Recover
○	Normal	Endeavor
○	Normal	Pain Split
○	Psychic	Skill Swap
○	Psychic	Wonder Room
○	Ghost	Night Shade

#578 Duosion

TYPE: Psychic

STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○



HEIGHT: 0.6m / 2'00"
WEIGHT: 8kg / 17 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES:
Overcoat & Magic Guard

Mitosis Pokémon
It developed two brains when it evolved, due to this it has a split personality. At times it may suddenly try to take two different actions at once. When the two brains finally synchronize it shows it's max power.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME
○	Psychic	Psywave
○	Rock	Rollout
○	Normal	Hidden Power
○	Fairy	Charm
○	Psychic	Psyshock
○	Psychic	Psychic
○	Psychic	Future Sight
○	Psychic	Heal Block
○	Poison	Acid Armor
○	Ghost	Confuse Ray

RANK	TYPE	MOVE NAME
○	Psychic	Reflect
○	Dark	Snatch
○	Psychic	Light Screen
○	Normal	Recover
○	Normal	Endeavor
○	Normal	Pain Split
○	Psychic	Skill Swap
○	Psychic	Wonder Room
○	Ghost	Night Shade

#579 Reuniclus

TYPE: Psychic

STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●●●○○○○
INSIGHT ●●○○○



HEIGHT: 1m / 3'03"
WEIGHT: 20kg / 44 lbs

BASE HP: 6
SUGGESTED RANK: Ace

ABILITIES:
Overcoat & Magic Guard

Multiplying Pokémon
These intelligent Pokémon fight by controlling their arms with psychic energy. They have been seen forming networks of many Reuniclus holding hands and unleashing an incredible psychic wave.

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME
○	Psychic	Psywave
○	Rock	Rollout
○	Normal	Hidden Power
○	Fairy	Charm
○	Psychic	Psyshock
○	Psychic	Psychic
○	Psychic	Future Sight
○	Psychic	Skill Swap
○	Psychic	Wonder Room
○	Ghost	Night Shade

RANK	TYPE	MOVE NAME
○	Psychic	Reflect
○	Dark	Snatch
○	Psychic	Light Screen
○	Normal	Recover
○	Normal	Endeavor
○	Normal	Pain Split
○	Normal	Dizzy Punch
○	Psychic	Heal Block
○	Poison	Acid Armor
○	Ghost	Confuse Ray

#580 Ducklett

TYPE: Water / Flying



RANK	TYPE	MOVE NAME
	Water	Water Gun
	Flying	Defog
	Water	Water Pulse
	Water	Bubble Beam
	Water	Aqua Ring
	Flying	Roost
	Flying	Tailwind
	Flying	Hurricane
	Steel	Steel Wing

RANK	TYPE	MOVE NAME
	Water	Water Sport
	Flying	Wing Attack
	Flying	Aerial Ace
	Flying	Feather Dance
	Flying	Air Slash
	Water	Rain Dance
	Flying	Brave Bird
	Ground	Mud Sport
	Flying	Mirror Move

STRENGTH ●○○
DEXTERITY ●●○
VITALITY ●●○
SPECIAL ●○○
INSIGHT ●●○

HEIGHT: 0.5m / 1'08"
WEIGHT: 5kg / 12 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Keen Eye & Big Pecks

Water Bird Pokémon
These bird Pokémon are excellent divers. They swim around in the water eating their favorite food, peat moss. They can shoot a spray mist with their feathers to protect from any predator that comes.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



#581 Swanna

TYPE: Water / Flying



RANK	TYPE	MOVE NAME
	Water	Water Gun
	Flying	Defog
	Water	Water Pulse
	Water	Bubble Beam
	Water	Aqua Ring
	Flying	Roost
	Flying	Tailwind
	Flying	Hurricane
	Normal	Lucky Chant

RANK	TYPE	MOVE NAME
	Water	Water Sport
	Flying	Wing Attack
	Flying	Aerial Ace
	Flying	Feather Dance
	Flying	Air Slash
	Water	Rain Dance
	Flying	Brave Bird
	Ground	Mud Sport
	Flying	Mirror Move

STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 1.3m / 4'03"
WEIGHT: 24kg / 53 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Keen Eye & Big Pecks

White Bird Pokémon
Swanna come out to dance at dusk. The one dancing in the middle is the leader of the flock. Despite their elegant and frail appearance, they can flap their wings strongly and fly for thousands of miles.

EVOLUTIVE STAGE: Final.



#582 Vanillite

TYPE: Ice



RANK	TYPE	MOVE NAME
	Ice	Icicle Spear
	Ghost	Astonish
	Ice	Icy Wind
	Ice	Avalanche
	Steel	Mirror Shot
	Ice	Ice Beam
	Psychic	Mirror Coat
	Ice	Sheer Cold
	Steel	Autotomize

RANK	TYPE	MOVE NAME
	Normal	Harden
	Normal	Uproar
	Ice	Mist
	Dark	Taunt
	Poison	Acid Armor
	Ice	Hail
	Ice	Blizzard
	Ice	Ice Shard
	Water	Water Pulse

STRENGTH ●●○
DEXTERITY ●○○
VITALITY ●●○
SPECIAL ●●○
INSIGHT ●●○

HEIGHT: 0.4m / 1'04"
WEIGHT: 5kg / 12 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Ice Body

Fresh Snow Pokémon
This Pokémon were born from icicles that bathed in the energy of the morning sun. It uses snow to cover its head and protect it from melting. They are playful and love to make snow fall around them.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



#583 Vanillish

TYPE: Ice



RANK	TYPE	MOVE NAME
	Ice	Icicle Spear
	Ghost	Astonish
	Ice	Icy Wind
	Ice	Avalanche
	Steel	Mirror Shot
	Ice	Ice Beam
	Psychic	Mirror Coat
	Ice	Sheer Cold
	Steel	Autotomize

RANK	TYPE	MOVE NAME
	Normal	Harden
	Normal	Uproar
	Ice	Mist
	Dark	Taunt
	Poison	Acid Armor
	Ice	Hail
	Ice	Blizzard
	Ice	Ice Shard
	Water	Water Pulse

STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1.1m / 3'07"
WEIGHT: 41kg / 90 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Ice Body

Icy Snow Pokémon
Snowy mountains are this Pokémon's habitat. It conceals itself from enemy eyes by creating many small ice bundles and hiding around them. It may attach itself to the ceiling of ice caves to hide around the ice.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.

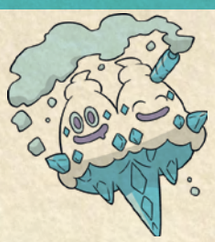


#584 Vanilluxe

TYPE: Ice

RANK	TYPE	MOVE NAME
1	Normal	Harden
5	Normal	Uproar
9	Ice	Freeze-Dry
13	Ice	Mist
17	Dark	Taunt
21	Poison	Acid Armor
25	Ice	Hail
29	Ice	Blizzard
33	Steel	Autotomize
37	Ice	Ice Shard

RANK	TYPE	MOVE NAME
1	Ice	Icicle Spear
5	Normal	Astonish
9	Ice	Icy Wind
13	Ice	Avalanche
17	Steel	Mirror Shot
21	Ice	Ice Beam
25	Psychic	Mirror Coat
29	Ice	Sheer Cold
33	Steel	Iron Defense



HEIGHT: 1.3m / 4'03"
WEIGHT: 57kg / 126 lbs

Snowstorm Pokémon
It grew a new head with evolution, and they get along really well. They need to drink a lot of water in order to keep cool outside a gelid weather. If both heads get angry they will expel a terrible blizzard around.

STRENGTH ●●●○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○
INSIGHT ●●●○○

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Ice Body

EVOLUTIVE STAGE: Final.



#585 Deerling

TYPE: Normal / Grass



HEIGHT: 0.6m / 2'00"
WEIGHT: 19kg / 43 lbs

Season Pokémon
They are born at the beginning of the spring. Their coloring changes according to the season and can be affected by temperature as well. It usually stays hidden in tall grass while its mother is away.

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●○○○○
INSIGHT ●●○○○

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Chlorophyll & Sap Sipper

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME
1	Normal	Tackle
5	Normal	Growl
9	Fight	Double Kick
13	Dark	Feint Attack
17	Fight	Jump Kick
21	Grass	Energy Ball
25	Normal	Nature Power
29	Grass	Solar Beam
33	Flying	Bounce

RANK	TYPE	MOVE NAME
1	Normal	Camouflage
5	Ground	Sand Attack
9	Grass	Leech Seed
13	Normal	Take Down
17	Grass	Aromatherapy
21	Fairy	Charm
25	Normal	Double-Edge
29	Psychic	Agility
33	Grass	Grass Whistle

#586 Sawsbuck

TYPE: Normal / Grass

RANK	TYPE	MOVE NAME
1	Normal	Camouflage
5	Ground	Sand Attack
9	Grass	Horn Leech
13	Grass	Leech Seed
17	Normal	Take Down
21	Grass	Aromatherapy
25	Fairy	Charm
29	Normal	Nature Power
33	Grass	Solar Beam
37	Flying	Bounce

RANK	TYPE	MOVE NAME
1	Normal	Tackle
5	Normal	Growl
9	Fight	Double Kick
13	Dark	Feint Attack
17	Fight	Jump Kick
21	Grass	Energy Ball
25	Bug	Megahorn
29	Normal	Double-Edge
33	Psychic	Agility
37	Normal	Last Resort



HEIGHT: 1.9m / 6'03"
WEIGHT: 184kg /408 lbs

Season Pokémon
The plants growing on its horns change according to the season. They live in herds that migrate in search of grass. The leaders of the herd possess magnificent horns. They tend to be paceful creatures.

STRENGTH ●●●○○
DEXTERITY ●●●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Chlorophyll & Sap Sipper

EVOLUTIVE STAGE: Final.



#587 Emolga

TYPE: Electric / Flying



HEIGHT: 0.4m / 1'04"
WEIGHT: 5kg / 11 lbs

Sky Squirrel Pokémon
They live on treetops and glide using the inside of a cape-like membrane. They discharge electricity to defend from other Pokémon. They carry nuts and berries back to their nest to eat during the winter.

STRENGTH ●●○○○
DEXTERITY ●●●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Static

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME
1	Electric	Thunder Shock
5	Normal	Tail Whip
9	Electric	Spark
13	Dark	Pursuit
17	Electric	Shock Wave
21	Flying	Acrobatics
25	Normal	Encore
29	Psychic	Agility
33	Flying	Air Slash
37	Fairy	Charm

RANK	TYPE	MOVE NAME
1	Normal	Quick Attack
5	Electric	Charge
9	Electric	Nuzzle
13	Normal	Double Team
17	Electric	Electro Ball
21	Psychic	Light Screen
25	Electric	Volt Switch
29	Electric	Discharge
33	Flying	Roost

#588 Karrablast

TYPE: Bug

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Flying	Peck		Normal	Leer
	Normal	Endure		Bug	Fury Cutter
	Normal	Fury Attack		Normal	Headbutt
	Normal	False Swipe		Bug	Bug Buzz
	Normal	Slash		Normal	Take Down
	Normal	Scary Face		Bug	X-Scissor
	Normal	Flail		Normal	Swords Dance
	Normal	Double-Edge		Dark	Feint Attack
	Normal	Horn Attack		Dark	Pursuit



HEIGHT: 0.5m / 1'08"
WEIGHT: 6kg / 13 lbs

Clamping Pokémon
When they feel threatened, they spit an acidic liquid to drive attackers away. This Pokémon targets Shelmet as they compete for food. It only evolves when it has a Shelmet's shell as its new home.

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●○○

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Swarm & Shed Skin

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#588

#589

#589 Escavalier

TYPE: Bug / Steel

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Flying	Peck		Normal	Leer
	Fight	Quick Guard		Bug	Twineedle
	Bug	Fell Stinger		Normal	Fury Attack
	Normal	False Swipe		Normal	Headbutt
	Normal	Slash		Bug	Bug Buzz
	Steel	Iron Defense		Steel	Iron Head
	Normal	Double-Edge		Bug	X-Scissor
	Fight	Reversal		Normal	Swords Dance
	Normal	Giga Impact		Bug	Megahorn
	Ground	Drill Run		Fight	Counter



HEIGHT: 1m / 3'03"
WEIGHT: 33kg / 72 lbs

Cavalry Pokémon
Wearing the shell covering it stole from a Shelmet, it defends itself and attacks with two stings. It can fly to move around but its wings are too small to carry its weight to high altitudes.

STRENGTH ●●●○○○
DEXTERITY ●○○
VITALITY ●●●○○
SPECIAL ●●○○
INSIGHT ●●●○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Swarm & Shell Armor

EVOLUTIVE STAGE: Final.


#588

#589

#590 Foongus

TYPE: Grass / Poison

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Grass	Absorb		Normal	Growth
	Ghost	Astonish		Normal	Bide
	Grass	Mega Drain		Grass	Ingrain
	Dark	Feint Attack		Normal	Sweet Scent
	Grass	Synthesis		Poison	Toxic
	Poison	Clear Smog		Grass	Giga Drain
	Grass	Solar Beam		Bug	Rage Powder
	Grass	Spore		Grass	Seed Bomb
	Normal	Body Slam		Poison	Gastro Acid



HEIGHT: 0.2m / 0'08"
WEIGHT: 1kg / 2 lbs

Mushroom Pokémon
The top of fungus takes a pattern that resembles a predator to protect itself. In recent times this pattern has started to look like a Pokéball. It releases toxic spores in the air that help it move around safely.

STRENGTH ●●○○
DEXTERITY ●○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Effect Spore

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#590

#591

#591 Amoonguss

TYPE: Grass / Poison

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Grass	Absorb		Normal	Growth
	Ghost	Astonish		Normal	Bide
	Grass	Mega Drain		Grass	Ingrain
	Dark	Feint Attack		Normal	Sweet Scent
	Grass	Synthesis		Poison	Toxic
	Poison	Clear Smog		Grass	Giga Drain
	Grass	Solar Beam		Bug	Rage Powder
	Grass	Spore		Poison	Gastro Acid
	Dark	Foul Play		Normal	Endure



HEIGHT: 0.6m / 2'00"
WEIGHT: 10kg / 23 lbs

Mushroom Pokémon
In ancient times the tip of their caps had two eye-like patterns and it made a swaying motion to lure prey to itself, but as they became Pokéball-looking few Pokémon fall for it. It is still very venomous, though.

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Effect Spore

EVOLUTIVE STAGE: Final.


#590

#591

#592 Frillish

TYPE: Water / Ghost

RANK	TYPE	MOVE NAME
1	Water	Bubble
5	Grass	Absorb
9	Water	Bubble Beam
13	Water	Water Pulse
17	Water	Brine
21	Ghost	Hex
25	Normal	Wring Out
29	Poison	Acid Armor
33	Ghost	Confuse Ray

RANK	TYPE	MOVE NAME
1	Water	Water Sport
5	Ghost	Night Shade
9	Normal	Recover
13	Ghost	Ominous Wind
17	Water	Rain Dance
21	Water	Hydro Pump
25	Water	Water Spout
29	Grass	Giga Drain



HEIGHT: 1.2m / 4'00"
WEIGHT: 33kg / 72 lbs

Floating Pokémon
If a Frillish is spotted, all beaches nearby will be closed for the day. This Pokémon paralizes a swimming victim and wraps them, dragging them to the bottom of the sea. Females have pink shade.

STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES:
Water Absorb & Cursed Body

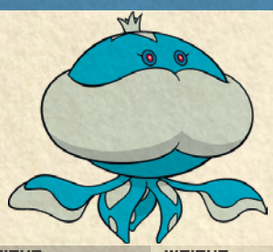
EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#592

#593

#593 Jellicent

TYPE: Water / Ghost



HEIGHT: 2.2m / 7'03"
WEIGHT: 135kg /297 lbs

Floating Pokémon
Its body is mostly seawater. It feeds on the life energy of its victims. It is regal, pompous, and hates orders. The fate of the ships and crew that wander into Jellicent's territory: All sunken, all lost, all vanished.

STRENGTH ●●○
DEXTERITY ●●○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●●○○

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES:
Water Absorb & Cursed Body

EVOLUTIVE STAGE: Final.


#592

#593

RANK	TYPE	MOVE NAME
1	Water	Bubble
5	Grass	Absorb
9	Water	Bubble Beam
13	Water	Water Pulse
17	Water	Brine
21	Normal	Wring Out
25	Ghost	Hex
29	Poison	Acid Armor
33	Ghost	Confuse Ray

RANK	TYPE	MOVE NAME
1	Water	Water Sport
5	Ghost	Night Shade
9	Normal	Recover
13	Ghost	Ominous Wind
17	Water	Rain Dance
21	Water	Water Spout
25	Water	Hydro Pump
29	Ghost	Spite

#594 Alomomola

TYPE: Water



HEIGHT: 1.2m / 4'00"
WEIGHT: 31kg / 69 lbs

Caring Pokémon
Floating in the open sea is how they live. When they find a wounded Pokémon, they embrace it and use their special membrane to heal their wounds. A caring, noble and selfless Pokémon.

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○
INSIGHT ●●○○

BASE HP: 8
SUGGESTED RANK: Amateur

ABILITIES:
Healer & Hydration

EVOLUTIVE STAGE: Final.


#594

RANK	TYPE	MOVE NAME
1	Water	Water Sport
5	Water	Aqua Ring
9	Water	Brine
13	Normal	Double Slap
17	Normal	Protect
21	Fight	Wake-Up Slap
25	Rock	Wide Guard
29	Normal	Safeguard
33	Psychic	Healing Wish
37	Normal	Pain Split

RANK	TYPE	MOVE NAME
1	Normal	Pound
5	Normal	Play Nice
9	Water	Aqua Jet
13	Psychic	Heal Pulse
17	Water	Water Pulse
21	Water	Soak
25	Normal	Wish
29	Water	Hydro Pump
33	Normal	Refresh
37	Normal	Endure

#595 Joltik

TYPE: Bug / Electric



HEIGHT: 0.1m / 0'04"
WEIGHT: 0.6kg / 1 lbs

Attaching Pokémon
Since it can't generate its own charge, it sticks into larger Pokémon and absorbs the static electricity of their fur. In the cities they suck electricity from the outlets they find, skyrocketting the power bill.

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES:
Compoundeyes & Unnerve

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#595

#596

RANK	TYPE	MOVE NAME
1	Bug	String Shot
5	Bug	Spider Web
9	Normal	Screech
13	Electric	Electro Web
17	Poison	Gastro Acid
21	Electric	Electro Ball
25	Psychic	Agility
29	Electric	Discharge
33	Poison	Poison Sting
37	Grass	Giga Drain

RANK	TYPE	MOVE NAME
1	Grass	Absorb
5	Electric	Thunder Wave
9	Bug	Fury Cutter
13	Bug	Bug Bite
17	Normal	Slash
21	Bug	Signal Beam
25	Dark	Sucker Punch
29	Bug	Bug Buzz
33	Flying	Bounce

#596 Galvantula

TYPE: Bug / Electric



RANK	TYPE	MOVE NAME
1	Grass	Absorb
5	Electric	Thunder Wave
9	Bug	Sticky Web
13	Bug	Fury Cutter
17	Bug	Bug Bite
21	Normal	Slash
25	Bug	Signal Beam
29	Dark	Sucker Punch
33	Bug	Bug Buzz
37	Electric	Magnet Rise

RANK	TYPE	MOVE NAME
1	Bug	String Shot
5	Bug	Spider Web
9	Normal	Screech
13	Electric	Electro Web
17	Poison	Gastro Acid
21	Electric	Electro Ball
25	Psychic	Agility
29	Electric	Discharge
33	Poison	Cross Poison
37	Grass	Giga Drain

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 14kg / 31 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES:
Compoundeyes & Unnerve

EVOLUTIVE STAGE: Final.


#595 #596

EleSpider Pokémon
They employ an electrically charged web to trap their prey. While it is immobilized by shock, they leisurely consume it. They usually live alone but there have been cases of large swarms living together in caves.

#597 Ferroseed

TYPE: Grass / Steel



STRENGTH ●●○○
DEXTERITY ●○
VITALITY ●●○○○
SPECIAL ●○○
INSIGHT ●●○○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 18kg / 41 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES:
Iron Barbs

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#597 #598

Thorn Seed Pokémon
They stick their thorns into cave walls and absorb the minerals from the rocks. When threatened, they attack by shooting a barrage of spikes, which gives them a chance to escape by rolling away.

RANK	TYPE	MOVE NAME
1	Normal	Tackle
5	Rock	Rollout
9	Steel	Metal Claw
13	Steel	Gyro Ball
17	Steel	Mirror Shot
21	Normal	Self Destruct
25	Dark	Payback
29	Normal	Explosion
33	Ground	Spikes

RANK	TYPE	MOVE NAME
1	Normal	Harden
5	Ghost	Curse
9	Bug	Pin Missile
13	Steel	Iron Defense
17	Grass	Ingrain
21	Steel	Iron Head
25	Steel	Flash Cannon
29	Grass	Leech Seed
33	Grass	Seed Bomb

#598 Ferrothorn

TYPE: Grass / Steel



STRENGTH ●●●○○○
DEXTERITY ●○○
VITALITY ●●●○○○○
SPECIAL ●●○○
INSIGHT ●●●○○○

HEIGHT: 1m / 3'03"
WEIGHT: 110kg /242 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES:
Iron Barbs

EVOLUTIVE STAGE: Final.


#597 #598

Thorn Pod Pokémon
It attaches itself to cave ceilings by swinging around its spiky feelers. It shoots spikes at targets passing beneath. It is incredibly resilient and stubborn, it will whip you if you try to take its spot in the cave walls..

RANK	TYPE	MOVE NAME
1	Normal	Harden
5	Ghost	Curse
9	Normal	Rock Climb
13	Bug	Pin Missile
17	Steel	Iron Defense
21	Grass	Ingrain
25	Grass	Power Whip
29	Dark	Payback
33	Normal	Explosion
37	Rock	Stealth Rock

RANK	TYPE	MOVE NAME
1	Normal	Tackle
5	Rock	Rollout
9	Steel	Metal Claw
13	Steel	Gyro Ball
17	Steel	Mirror Shot
21	Normal	Self Destruct
25	Steel	Iron Head
29	Steel	Flash Cannon
33	Grass	Leech Seed
37	Grass	Seed Bomb

#599 Klink

TYPE: Steel



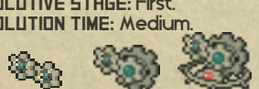
STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 21kg / 46 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES:
Plus & Minus

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#599 #600 #601

Gear Pokémon
This two strange Pokémon are merged into one. Interlocking their bodies and spinning around will generate the energy they need to live. Their only way to comunicate is through their eyes.

RANK	TYPE	MOVE NAME
1	Normal	Vice Grip
5	Electric	Thunder Shock
9	Normal	Bind
13	Steel	Autotomize
17	Normal	Screech
21	Steel	Metal Sound
25	Normal	Lock-On
29	Normal	Hyper Beam
33	Electric	Magnet Rise

RANK	TYPE	MOVE NAME
1	Electric	Charge
5	Steel	Gear Grind
9	Electric	Charge Beam
13	Steel	Mirror Shot
17	Electric	Discharge
21	Steel	Shift Gear
25	Electric	Zap Cannon
29	Steel	Iron Defense
33	Psychic	Gravity

#600 Klang

TYPE: Steel



HEIGHT: 0.6m / 2'00"
WEIGHT: 51kg / 112 lbs

Gear Pokémon
Minigear and big gear comprise its body. If the minigear is deattached it will turn off both gears.
It communicates with others by rotating. When its angry or afraid, it rotates faster.

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES:
Plus & Minus

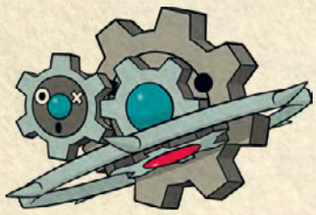
EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.


#599 #600 #601

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Vice Grip		Electric	Charge
	Electric	Thunder Shock		Steel	Gear Grind
	Normal	Bind		Electric	Charge Beam
	Steel	Autotomize		Steel	Mirror Shot
	Normal	Screech		Electric	Discharge
	Steel	Metal Sound		Steel	Shift Gear
	Normal	Lock-On		Electric	Zap Cannon
	Normal	Hyper Beam		Steel	Iron Defense
	Electric	Magnet Rise		Psychic	Gravity

#601 Klinklang

TYPE: Steel



HEIGHT: 0.6m / 2'00"
WEIGHT: 81kg / 178 lbs

Gear Pokémon
The gear with the red core rotates at high speed for a quick energy charge. The mini gears shoot rays through the spikes around it.
This inorganic Pokémon will trap and crush foes between its gears.

STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES:
Plus & Minus

EVOLUTIVE STAGE: Final.


#599 #600 #601

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Vice Grip		Electric	Charge
	Electric	Thunder Shock		Steel	Gear Grind
	Steel	Gear Up		Electric	Magnetic Flux
	Normal	Bind		Electric	Charge Beam
	Steel	Autotomize		Steel	Mirror Shot
	Normal	Screech		Electric	Discharge
	Steel	Metal Sound		Steel	Shift Gear
	Normal	Lock-On		Electric	Zap Cannon
	Normal	Hyper Beam		Steel	Iron Defense
	Psychic	Gravity		Electric	Magnet Rise

#602 Tynamo

TYPE: Electric



HEIGHT: 0.2m / 0'08"
WEIGHT: 0.3kg / 0.7lbs

EleFish Pokémon
These Pokémon move in schools. They have an electricity-storing organ at their sides but they can't generate their own power. They only discharge electricity if they are in danger.

STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES:
Levitate

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#602 #603 #604

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Tackle		Electric	Thunder Wave
	Electric	Spark		Electric	Charge Beam

#603 Eelektrik

TYPE: Electric



HEIGHT: 1.2m / 4'00"
WEIGHT: 22kg / 48 lbs

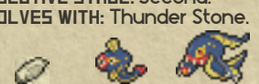
EleFish Pokémon
These Pokémon have a really big appetite. When they spot their prey, they coil around it and shock it with their electricity-generating organs, which are the yellow circles on it's skin.

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES:
Levitate

EVOLUTIVE STAGE: Second.
EVOLVES WITH: Thunder Stone.


#602 #603 #604

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Electric	Spark		Electric	Thunder Wave
	Normal	Bind		Electric	Charge Beam
	Normal	Headbutt		Poison	Acid
	Electric	Discharge		Dark	Crunch
	Electric	Thunderbolt		Poison	Acid Spray
	Poison	Coil		Electric	Wild Charge
	Poison	Gastro Acid		Electric	Zap Cannon
	Normal	Thrash		Grass	Giga Drain
	Water	Aqua Tail		Steel	Iron Tail

#604 Eelektross

TYPE: Electric

RANK	TYPE	MOVE NAME
	Normal	Crush Claw
	Normal	Headbutt
	Electric	Discharge
	Poison	Coil
	Electric	Zap Cannon
	Normal	Super Fang
	Fire	Fire Punch

RANK	TYPE	MOVE NAME
	Electric	Ion Deluge
	Poison	Acid
	Dark	Crunch
	Poison	Gastro Acid
	Normal	Thrash
	Fight	Drain Punch



HEIGHT: 2.1m / 7'00"
WEIGHT: 80kg / 177 lbs

EleFish Pokémon
They crawl out of the water and attack anyone on shore by sucking them into their mouths, shoking them, and dragging them back into the ocean. They are aggressive and unpredictable, be very careful.

STRENGTH ●●●○○
DEXTERITY ●●○
VITALITY ●●○○
SPECIAL ●●●○○
INSIGHT ●●○○

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Levitate

EVOLUTIVE STAGE: Final.


#602 #603 #604

#605 Elgyem

TYPE: Psychic



HEIGHT: 0.5m / 1'08"
WEIGHT: 9kg / 19 lbs

Cerebral Pokémon
This Pokémon was never seen until it appeared far in the desert about 50 years ago. Rumor has it that it came from space. It uses its strong psychic power to squeeze its foe's brain, causing awful headaches.

STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

BASE HP: 3
SUGGESTED RANK: Amateur

ABILITIES: Telepathy & Synchronize

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#605 #606

RANK	TYPE	MOVE NAME
	Psychic	Confusion
	Psychic	Heal Block
	Psychic	Psybeam
	Normal	Hidden Power
	Normal	Simple Beam
	Normal	Psych Up
	Psychic	Calm Mind
	Psychic	Guard Split
	Psychic	Synchronoise
	Psychic	Cosmic Power
	Psychic	Teleport

RANK	TYPE	MOVE NAME
	Normal	Growl
	Psychic	Miracle Eye
	Normal	Headbutt
	Psychic	Imprison
	Psychic	Zen Headbutt
	Normal	Recover
	Psychic	Wonder Room
	Psychic	Power Split
	Psychic	Psychic
	Dark	Nasty Plot

#606 Beheeyem

TYPE: Psychic

RANK	TYPE	MOVE NAME
	Psychic	Confusion
	Psychic	Heal Block
	Psychic	Psychic Terrain
	Psychic	Psybeam
	Normal	Hidden Power
	Normal	Simple Beam
	Normal	Psych Up
	Psychic	Calm Mind
	Psychic	Guard Split
	Psychic	Synchronoise
	Psychic	Cosmic Power

RANK	TYPE	MOVE NAME
	Normal	Growl
	Psychic	Miracle Eye
	Normal	Headbutt
	Psychic	Imprison
	Psychic	Zen Headbutt
	Normal	Recover
	Psychic	Wonder Room
	Psychic	Power Split
	Psychic	Psychic
	Dark	Nasty Plot
	Psychic	Teleport



HEIGHT: 1m / 3'03"
WEIGHT: 34kg / 76 lbs

Cerebral Pokémon
Apparently, it communicates by flashing its three fingers, but the patterns haven't been decoded. It uses psychic power to control an opponent's brain and tampers with its memories and personality.

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Telepathy & Synchronize

EVOLUTIVE STAGE: Final.


#605 #606

#607 Litwick

TYPE: Ghost / Fire



HEIGHT: 0.3m / 1'00"
WEIGHT: 3kg / 6 lbs

Candle Pokémon
Its flame is usually out, but it starts burning whenever it absorbs the life force from others. They trick lost people into thinking they are helping them find their way in the dark but those who follow them never return.

STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Flash Fire & Flame Body

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#607 #608 #609

RANK	TYPE	MOVE NAME
	Fire	Ember
	Normal	Minimize
	Fire	Fire Spin
	Ghost	Night Shade
	Fire	Flame Burst
	Ghost	Hex
	Fire	Inferno
	Ghost	Shadow Ball
	Fire	Overheat
	Psychic	Trick

RANK	TYPE	MOVE NAME
	Ghost	Astonish
	Poison	Smog
	Ghost	Confuse Ray
	Fire	Will-O-Wisp
	Psychic	Imprison
	Dark	Memento
	Ghost	Curse
	Normal	Pain Split
	Poison	Clear Smog
	Ice	Haze

#608 Lampent

TYPE: Ghost / Fire

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Fire	Ember	1	Ghost	Astonish
1	Normal	Minimize	2	Poison	Smog
2	Fire	Fire Spin	2	Ghost	Confuse Ray
2	Ghost	Night Shade	2	Fire	Will-O-Wisp
2	Fire	Flame Burst	2	Psychic	Imprison
2	Ghost	Hex	2	Dark	Memento
3	Fire	Inferno	3	Ghost	Curse
3	Ghost	Shadow Ball	3	Normal	Pain Split
3	Fire	Overheat	3	Poison	Clear Smog
3	Psychic	Power Split	3	Ice	Haze



HEIGHT: 0.6m / 2'00"
WEIGHT: 13kg / 28 lbs

Lamp Pokémon
This ominous Pokémon is very feared. It always arrives at someone's final moments and steals their spirit. It hangs close to hospitals and other places simply waiting. It is said that if it gets your soul you will never rest.

STRENGTH ●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Flash Fire & Flame Body

EVOLUTIVE STAGE: Second.
EVOLVES WITH: Dusk Stone.


#607 #608 #609

#609 Chandelure

TYPE: Ghost / Fire



HEIGHT: 1m / 3'03"
WEIGHT: 34kg / 75 lbs

Luring Pokémon
It consumes the spirits of the living, puts people in a hypnotic trance and consumes them with fire. Being consumed in Chandelure's flame burns up the spirit, leaving only the body behind.

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●●●○○○○
INSIGHT ●●○○○

BASE HP: 5
SUGGESTED RANK: Pro

ABILITIES: Flash Fire & Flame Body

EVOLUTIVE STAGE: Final.


#607 #608 #609

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Ghost	Confuse Ray	2	Poison	Smog
1	Normal	Pain Split	2	Fire	Flame Burst
2	Ghost	Hex	2	Psychic	Power Split
2	Poison	Acid Armor	2	Poison	Clear Smog

#610 Axew

TYPE: Dragon



HEIGHT: 0.6m / 2'00"
WEIGHT: 18kg / 39 lbs

Tusk Pokémon
They mark their territory by leaving gashes in trees with their tusks. If a tusk breaks, a new one grows back quickly. They fight eachother to see who's got the sharpest tusks. Only the strongest ever evolve.

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○
INSIGHT ●●○

BASE HP: 3
SUGGESTED RANK: Amateur

ABILITIES: Rivalry & Mold Breaker

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.


#610 #611 #612

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Normal	Scratch	1	Normal	Leer
2	Dark	Assurance	2	Dragon	Dragon Rage
2	Dragon	Dual Chop	2	Normal	Scary Face
2	Normal	Slash	2	Normal	False Swipe
2	Dragon	Dragon Claw	2	Dragon	Dragon Dance
2	Dark	Taunt	2	Dragon	Dragon Pulse
3	Normal	Swords Dance	3	Normal	Guillotine
3	Dragon	Outrage	3	Normal	Giga Impact
3	Normal	Focus Energy	3	Fight	Counter
3	Dark	Night Slash			

#611 Fraxure

TYPE: Dragon



HEIGHT: 1m / 3'03"
WEIGHT: 36kg / 79 lbs

Axe Jaw Pokémon
Their tusks can shatter rocks. Territory battles between Fraxure can be intensely violent. The tusks don't grow back anymore, if you find a Fraxure with both tusks whole, it means it's one of the strongest.

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●○○
INSIGHT ●●○○

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Rivalry & Mold Breaker

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Slow.


#610 #611 #612

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
1	Normal	Scratch	1	Normal	Leer
2	Dark	Assurance	2	Dragon	Dragon Rage
2	Dragon	Dual Chop	2	Normal	Scary Face
2	Normal	Slash	2	Normal	False Swipe
2	Dragon	Dragon Claw	2	Dragon	Dragon Dance
2	Dark	Taunt	2	Dragon	Dragon Pulse
3	Normal	Swords Dance	3	Normal	Guillotine
3	Dragon	Outrage	3	Normal	Giga Impact
3	Normal	Focus Energy	3	Fight	Counter
3	Dark	Night Slash			

#612 Haxorus

TYPE: Dragon



RANK	TYPE	MOVE NAME
	Normal	Scratch
	Dark	Assurance
	Dragon	Dual Chop
	Normal	Slash
	Dragon	Dragon Claw
	Dark	Taunt
	Normal	Swords Dance
	Dragon	Outrage
	Dark	Night Slash
	Fight	Superpower

RANK	TYPE	MOVE NAME
	Normal	Leer
	Dragon	Dragon Rage
	Normal	Scary Face
	Normal	False Swipe
	Dragon	Dragon Dance
	Dragon	Dragon Pulse
	Normal	Guillotine
	Normal	Giga Impact
	Dragon	Draco Meteor

STRENGTH ●●●●○○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○○
SPECIAL ●●○○
INSIGHT ●●○○○○

HEIGHT: 1.8m / 6'00"
WEIGHT: 157kg /345 lbs

BASE HP: 5
SUGGESTED RANK: Pro

ABILITIES: Rivalry & Mold Breaker

EVOLUTIVE STAGE: Final.



Axe Jaw Pokémon
Their sturdy tusks will stay sharp even if they are used to cut steel. These Pokémon are covered in hard armor. They incredibly aggressive, if their territory is trespassed, they chase and slash mercilessly.

#613 Cubchoo

TYPE: Ice



RANK	TYPE	MOVE NAME
	Normal	Growl
	Normal	Bide
	Normal	Play Nice
	Water	Brine
	Fairy	Charm
	Normal	Flail
	Ice	Blizzard
	Normal	Thrash
	Fairy	Play Rough
	Ice	Ice Punch

RANK	TYPE	MOVE NAME
	Ice	Powder Snow
	Ice	Icy Wind
	Normal	Fury Swipes
	Normal	Endure
	Normal	Slash
	Psychic	Rest
	Ice	Hail
	Ice	Sheer Cold
	Normal	Yawn

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 8kg / 18 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Snow Cloak

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



Chill Pokémon
They are born by the end of winter and stay with their mothers for a couple of seasons. Their running nose is used to practice their ice powers. In fact, when they get sick their nose is completely dry.

#614 Beartic

TYPE: Ice



RANK	TYPE	MOVE NAME
	Normal	Growl
	Normal	Bide
	Ice	Icicle Crash
	Normal	Play Nice
	Water	Brine
	Normal	Slash
	Fight	Superpower
	Ice	Blizzard
	Normal	Thrash
	Ice	Avalanche
	Fairy	Play Rough

RANK	TYPE	MOVE NAME
	Ice	Powder Snow
	Ice	Icy Wind
	Water	Aqua Jet
	Normal	Fury Swipes
	Normal	Endure
	Normal	Flail
	Psychic	Rest
	Ice	Hail
	Ice	Sheer Cold
	Dark	Night Slash

STRENGTH ●●●○○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 2.6m / 8'06"
WEIGHT: 390kg /858 lbs

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Snow Cloak

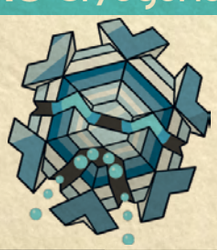
EVOLUTIVE STAGE: Final.



Freezing Pokémon
They love the cold northern seas and create pathways across the ocean's water by freezing their own breath. They dive in the sea to catch prey. They are not used to humans as they rarely see one.

#615 Cryogonal

TYPE: Ice



RANK	TYPE	MOVE NAME
	Ice	Ice Shard
	Ice	Haze
	Normal	Sharpen
	Ice	Icy Wind
	Poison	Acid Armor
	Psychic	Light Screen
	Normal	Slash
	Normal	Recover
	Grass	Solar Beam
	Ice	Sheer Cold
	Bug	Signal Beam

RANK	TYPE	MOVE NAME
	Ice	Mist
	Normal	Bind
	Normal	Rapid Spin
	Ice	Aurora Beam
	Ice	Ice Beam
	Psychic	Reflect
	Ice	Freeze-Dry
	Ghost	Confuse Ray
	Dark	Night Slash
	Dark	Knock Off
	Psychic	Magic Coat

STRENGTH ●●○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○○

HEIGHT: 1.1m / 3'07"
WEIGHT: 148kg /326 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Levitate

EVOLUTIVE STAGE: Final.



Crystallizing Pokémon
They are born in snow clouds. Using chains made of ice crystals they capture prey. If their body temperature goes up, they turns into steam and vanish until it freezes and becomes ice again.

#616 Shelmet

TYPE: Bug



RANK	TYPE	MOVE NAME
Lv.	Bug	Leech Life
Lv.	Normal	Bide
Lv.	Bug	Struggle Bug
Lv.	Normal	Yawn
Lv.	Poison	Acid Armor
Lv.	Normal	Body Slam
Lv.	Normal	Recover
Lv.	Fight	Final Gambit
Lv.	Poison	Gastro Acid

RANK	TYPE	MOVE NAME
Lv.	Poison	Acid
Lv.	Ghost	Curse
Lv.	Grass	Mega Drain
Lv.	Normal	Protect
Lv.	Psychic	Guard Swap
Lv.	Bug	Bug Buzz
Lv.	Grass	Giga Drain
Lv.	Psychic	Guard Split
Lv.	Normal	Endure

HEIGHT: 0.4m / 1'04"
WEIGHT: 7kg / 17 lbs

Snail Pokémon
When attacked, it defends itself by closing the lid of its shell or spits a sticky, poisonous liquid. It competes with Karrablast for food and shelter. If it loses its shell the distress may kill it, only those who survive evolve.

STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●○○
INSIGHT ●●○○

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES:
Hydration & Shell Armor

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#616

#617

#617 Accelgor

TYPE: Bug



RANK	TYPE	MOVE NAME
Lv.	Psychic	Power Swap
Lv.	Normal	Quick Attack
Lv.	Normal	Double Team
Lv.	Bug	Struggle Bug
Lv.	Normal	Swift
Lv.	Psychic	Agility
Lv.	Grass	Giga Drain
Lv.	Normal	Recover
Lv.	Normal	Baton Pass
Lv.	Dark	Pursuit

RANK	TYPE	MOVE NAME
Lv.	Grass	Absorb
Lv.	Water	Water Shuriken
Lv.	Poison	Acid Spray
Lv.	Grass	Mega Drain
Lv.	Normal	Me First
Lv.	Bug	U-Turn
Lv.	Bug	Bug Buzz
Lv.	Fight	Final Gambit
Lv.	Normal	Feint

HEIGHT: 0.8m / 2'07"
WEIGHT: 25kg / 56 lbs

Shell Out Pokémon
Having removed its heavy shell, it becomes very light and swift. When its body dries out, it weakens. To prevent dehydration, it wraps itself in many layers of a thin membrane. It is very rare to see one in the wild.

STRENGTH ●●○○○
DEXTERITY ●●●●○○○○
VITALITY ●○○
SPECIAL ●●●○○○
INSIGHT ●●○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES:
Hydration & Sticky Hold

EVOLUTIVE STAGE: Final.


#616

#617

#618 Stunfisk

TYPE: Ground / Electric



RANK	TYPE	MOVE NAME
Lv.	Normal	Tackle
Lv.	Ground	Mud Slap
Lv.	Normal	Bide
Lv.	Ground	Mud Shot
Lv.	Ground	Mud Bomb
Lv.	Normal	Endure
Lv.	Water	Muddy Water
Lv.	Fight	Revenge
Lv.	Ground	Fissure
Lv.	Ghost	Curse

RANK	TYPE	MOVE NAME
Lv.	Water	Water Gun
Lv.	Ground	Mud Sport
Lv.	Electric	Thunder Shock
Lv.	Normal	Camouflage
Lv.	Electric	Discharge
Lv.	Electric	Thunderbolt
Lv.	Flying	Bounce
Lv.	Normal	Flail
Lv.	Electric	Eerie Impulse
Lv.	Normal	Pain Split

HEIGHT: 0.7m / 2'04"
WEIGHT: 11kg / 24 lbs

Trap Pokémon
It conceals itself in the mud of the seashore, then it waits. When prey touch it, it delivers a jolt of electricity. Its skin is very hard and it can position itself to keep unhurt even if stepped on by a heavy Pokémon.

STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○○

BASE HP: 5
SUGGESTED RANK: Beginner

ABILITIES:
Static & Limber

EVOLUTIVE STAGE: Final.


#618

#619 Mienfoo

TYPE: Fight



RANK	TYPE	MOVE NAME
Lv.	Normal	Pound
Lv.	Fight	Detect
Lv.	Normal	Double Slap
Lv.	Psychic	Calm Mind
Lv.	Fight	Drain Punch
Lv.	Bug	U-Turn
Lv.	Flying	Bounce
Lv.	Fight	Reversal
Lv.	Psychic	Ally Switch
Lv.	Normal	Endure

RANK	TYPE	MOVE NAME
Lv.	Psychic	Meditate
Lv.	Normal	Fake Out
Lv.	Normal	Swift
Lv.	Fight	Force Palm
Lv.	Fight	Jump Kick
Lv.	Fight	Quick Guard
Lv.	Fight	High Jump Kick
Lv.	Fight	Aura Sphere
Lv.	Normal	Feint

HEIGHT: 0.9m / 3'00"
WEIGHT: 20kg / 44 lbs

Martial Arts Pokémon
They gather in small groups around the mountains to train and master new techniches. They use their sharp claws to damage their foes. Only those Mienfoo that excel at fighting in the group evolve.

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES:
Inner Focus & Regenerator

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#619

#620

#620 Mienshao

TYPE: Fight



STRENGTH ●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○

HEIGHT: 1.4m / 4'07"
WEIGHT: 35kg / 78 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Inner Focus & Regenerator

EVOLUTIVE STAGE: Final.


#619

#620

Martial Arts Pokémon
By the time they evolve they already have many years of experience in fighting. They use the long fur on their arms as a whip to strike their opponents and will not stop until the foe is defeated.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Pound		Psychic	Meditate
	Fight	Detect		Normal	Fake Out
	Normal	Double Slap		Normal	Swift
	Psychic	Calm Mind		Fight	Force Palm
	Fight	Drain Punch		Fight	Jump Kick
	Bug	U-Turn		Rock	Wide Guard
	Flying	Bounce		Fight	High Jump Kick
	Fight	Reversal		Fight	Aura Sphere
	Dragon	Dual Chop		Normal	Helping Hand
	Normal	Endure			

#621 Druddigon

TYPE: Dragon



STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.6m / 5'03"
WEIGHT: 139kg /306 lbs

BASE HP: 4
SUGGESTED RANK: Pro

ABILITIES: Rough Skin & Sheer Force

EVOLUTIVE STAGE: Final.


#621

Cave Pokémon
It runs through the narrow tunnels dug by Excadrill and Onix and uses its sharp claws to catch prey. It is cold blooded, and regularly takes sun baths to keep its energy. They are aggressive and territorial.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Scratch		Normal	Leer
	Dark	Hone Claws		Dark	Bite
	Normal	Scary Face		Dragon	Dragon Rage
	Normal	Slash		Dark	Crunch
	Dragon	Dragon Claw		Normal	Chip Away
	Fight	Revenge		Dark	Night Slash
	Dragon	Dragon Tail		Normal	Rock Climb
	Fight	Superpower		Dragon	Outrage
	Fire	Fire Fang		Electric	Thunder Fang
	Poison	Poison Tail			

#622 Golett

TYPE: Ground / Ghost



STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●○○○

HEIGHT: 1m / 3'03"
WEIGHT: 92kg / 202 lbs

BASE HP: 3
SUGGESTED RANK: Amateur

ABILITIES: Iron Fist & Klutz

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#622

#623

Automaton Pokémon
Very few have been seen in old ruins. These Pokémon are thought to have been created by the science of an ancient and mysterious civilization. The energy inside of it comes from an unkwown source.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Pound		Ghost	Astonish
	Normal	Defense Curl		Ground	Mud Slap
	Rock	Rollout		Ghost	Shadow Punch
	Steel	Iron Defense		Normal	Mega Punch
	Ground	Stomping Tantrum		Ground	Magnitude
	Fight	Dynamic Punch		Ghost	Night Shade
	Ghost	Curse		Ground	Earthquake
	Fight	Hammer Arm		Fight	Focus Punch
	Fire	Fire Punch		Electric	Thunder Punch
	Ice	Ice Punch			

#623 Golurk

TYPE: Ground / Ghost



STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 2.8m / 9'02"
WEIGHT: 660kg /1452 lbs

BASE HP: 4
SUGGESTED RANK: Pro

ABILITIES: Iron Fist & Klutz

EVOLUTIVE STAGE: Final.


#622

#623

Automaton Pokémon
It is said that Golurk were ordered to protect people and Pokémon by the ancient people who created them. There are records of only one still alive found on the ruin, the rest are just statues now.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Pound		Ghost	Astonish
	Normal	Defense Curl		Ground	Mud Slap
	Rock	Rollout		Ghost	Shadow Punch
	Steel	Iron Defense		Normal	Mega Punch
	Ground	Stomping Tantrum		Ground	Magnitude
	Fight	Dynamic Punch		Ghost	Night Shade
	Ghost	Curse		Ghost	Phantom Force
	Ground	High Horsepower		Steel	Heavy Slam
	Ground	Earthquake		Fight	Hammer Arm
	Fight	Focus Punch		Normal	Block
	Psychic	Zen Headbutt		Fight	Drain Punch

#624 Pawniard

TYPE: Dark / Steel

RANK	TYPE	MOVE NAME
1	Normal	Scratch
5	Bug	Fury Cutter
9	Dark	Feint Attack
13	Steel	Metal Claw
17	Dark	Assurance
21	Dark	Embargo
25	Dark	Night Slash
29	Normal	Swords Dance
33	Dark	Sucker Punch
37	Fight	Quick Guard

RANK	TYPE	MOVE NAME
1	Normal	Leer
4	Dark	Torment
8	Normal	Scary Face
12	Normal	Slash
16	Steel	Metal Sound
20	Steel	Iron Defense
24	Steel	Iron Head
28	Normal	Guillotine
32	Normal	Mean Look



HEIGHT: 0.5m / 1'08"
WEIGHT: 10kg / 22 lbs

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●○○
INSIGHT ●○○

BASE HP: 3
SUGGESTED RANK: Amateur

ABILITIES: Defiant & Inner Focus

Sharp Blade Pokémon
They live in groups commanded by Bisharp. They cling to their prey and inflict damage by sinking their blades. If battling dulls the blades, it sharpens them on stones by the river. It takes them years to evolve.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#624

#625

#625 Bisharp

TYPE: Dark / Steel



HEIGHT: 1.6m / 5'03"
WEIGHT: 70kg / 154 lbs

STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Defiant & Inner Focus

Sword Blade Pokémon
It leads a group of Pawniard. It battles to become the boss, but will be driven from the group if it loses. They are ruthless leaders and merciless with their foes. Weakness has no place among them.

EVOLUTIVE STAGE: Final.


#624

#625

RANK	TYPE	MOVE NAME
1	Normal	Scratch
5	Bug	Fury Cutter
9	Dark	Feint Attack
13	Steel	Metal Claw
17	Dark	Assurance
21	Dark	Embargo
25	Normal	Guillotine
29	Dark	Night Slash
33	Normal	Swords Dance
37	Psychic	Psycho Cut

RANK	TYPE	MOVE NAME
1	Normal	Leer
4	Dark	Torment
8	Normal	Scary Face
12	Normal	Slash
16	Steel	Metal Sound
20	Steel	Iron Defense
24	Steel	Metal Burst
28	Steel	Iron Head
32	Dragon	Dual Chop
36	Fight	Low Kick

#626 Bouffalant

TYPE: Normal

RANK	TYPE	MOVE NAME
1	Dark	Pursuit
5	Normal	Rage
9	Normal	Horn Attack
13	Fight	Revenge
17	Normal	Focus Energy
21	Bug	Mega Horn
25	Normal	Swords Dance
29	Normal	Skull Bash
33	Dragon	Outrage

RANK	TYPE	MOVE NAME
1	Normal	Leer
4	Normal	Fury Attack
8	Normal	Scary Face
12	Normal	Head Charge
16	Fight	Reversal
20	Normal	Thrash
24	Normal	Giga Impact
28	Psychic	Zen Headbutt



HEIGHT: 1.6m / 5'03"
WEIGHT: 318kg /699 lbs

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●○○
INSIGHT ●●●○○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Reckless & Sap Sipper

Bash Buffalo Pokémon
They form herds on the coldest plains. They bash and headbutt to attack their foes. The fluffy fur on their heads absorbs damage to their skulls. Years ago, a Bouffalant derrailed a train with a bash.

EVOLUTIVE STAGE: Final.


#626

#627 Rufflet

TYPE: Normal / Flying



HEIGHT: 0.5m / 1'08"
WEIGHT: 10kg / 23 lbs

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●○○

BASE HP: 3
SUGGESTED RANK: Amateur

ABILITIES: Keen Eye & Sheer Force

Eaglet Pokémon
This species only has males. They are independent from the moment they hatch. They will challenge even strong opponents, without fear. Their frequent fights help them become stronger.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.


#627

#628

RANK	TYPE	MOVE NAME
1	Flying	Peck
5	Normal	Fury Attack
9	Dark	Hone Claws
13	Flying	Aerial Ace
17	Flying	Defog
21	Flying	Air Slash
25	Flying	Sky Drop
29	Flying	Brave Bird
33	Flying	Pluck
37	Fire	Heat Wave

RANK	TYPE	MOVE NAME
1	Normal	Leer
4	Flying	Wing Attack
8	Normal	Scary Face
12	Normal	Slash
16	Flying	Tailwind
20	Normal	Crush Claw
24	Normal	Whirlwind
28	Normal	Thrash
32	Fight	Superpower

#628 Braviary

TYPE: Normal / Flying

STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○



HEIGHT: 1.5m / 5'00"
WEIGHT: 82kg / 182 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Keen Eye & Sheer Force

EVOLUTIVE STAGE: Final.

Valiant Pokémon
Brave, strong, loyal, and selfless; this Pokémon embodies the virtues of what a Pokémon companion should be. They are very rare and valued not only for their bravery but for their beautiful feathers.


#627

#628

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Flying	Peck	○	Normal	Leer
●	Normal	Fury Attack	●	Flying	Wing Attack
●	Dark	Hone Claws	●	Normal	Scary Face
●	Flying	Aerial Ace	●	Normal	Slash
●	Flying	Defog	●	Flying	Tailwind
●	Flying	Air Slash	●	Normal	Crush Claw
●	Flying	Sky Drop	◐	Fight	Superpower
◐	Normal	Whirlwind	◐	Flying	Brave Bird
◐	Normal	Thrash	◓	Flying	Sky Attack
◓	Fire	Heat Wave	◓	Flying	Hurricane

#629 Vullaby

TYPE: Dark / Flying

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○



HEIGHT: 0.5m / 1'08"
WEIGHT: 9kg / 19 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Big Pecks & Overcoat

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#629

#630

Diapered Pokémon
This is a female-only species. They stay with their Mandibuzz mothers from birth until they can finally fly. They feed on the carrion meat the mothers bring back to the nest and keep the bones to make accessories.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Flying	Gust	○	Normal	Leer
●	Normal	Fury Attack	●	Flying	Pluck
●	Dark	Nasty Plot	●	Dark	Flatter
●	Dark	Feint Attack	●	Dark	Punishment
●	Flying	Defog	●	Flying	Tailwind
●	Flying	Air Slash	●	Dark	Dark Pulse
◐	Dark	Embargo	◐	Normal	Whirlwind
◐	Flying	Brave Bird	◐	Flying	Mirror Move
◓	Normal	Scary Face	◓	Dark	Fake Tears
◓	Steel	Iron Defense			

#630 Mandibuzz

TYPE: Dark / Flying

STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●●○○○



HEIGHT: 1.2m / 4'00"
WEIGHT: 58kg / 127 lbs

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Big Pecks & Overcoat

EVOLUTIVE STAGE: Final.


#629

#630

Bone Vulture Pokémon
They fly in circles around the sky when they spot prey. They carry the carcass back to their nest with ease. They like to look beautiful and create ornaments and jewelry using bone pieces.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Flying	Gust	○	Normal	Leer
●	Normal	Fury Attack	●	Flying	Pluck
●	Dark	Nasty Plot	●	Dark	Flatter
●	Dark	Feint Attack	●	Dark	Punishment
●	Flying	Defog	●	Flying	Tailwind
●	Flying	Air Slash	●	Dark	Dark Pulse
●	Ground	Bone Rush	◐	Flying	Mirror Move
◐	Dark	Embargo	◐	Normal	Whirlwind
◐	Flying	Brave Bird	◓	Normal	Scary Face
◓	Dark	Fake Tears	◓	Steel	Iron Defense

#631 Heatmor

TYPE: Fire

STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○



HEIGHT: 1.4m / 4'07"
WEIGHT: 58kg / 127 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Gluttony & Flash Fire

EVOLUTIVE STAGE: Final.


#631

Anteater Pokémon
It draws in air through its tail, then transforms it into fire and uses it like a tongue. You can see them defending Durant's colonies from predators so they can be the only ones who can eat them.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Tackle	○	Normal	Odor Sleuth
●	Ghost	Lick	●	Fire	Incinerate
●	Dark	Hone Claws	●	Normal	Bind
●	Fire	Fire Spin	●	Normal	Fury Swipes
●	Dark	Snatch	●	Fire	Flame Burst
●	Bug	Bug Bite	●	Normal	Slash
●	Psychic	Amnesia	●	Fire	Fire Lash
●	Fire	Flamethrower	◐	Normal	Stockpile
◐	Normal	Swallow	◐	Normal	Spit Up
◐	Fire	Inferno	◐	Fire	Fire Blitz
◓	Electric	Thunder Punch	◓	Fire	Fire Punch
◓	Dark	Night Slash			

#632 Durant

TYPE: Bug / Steel

RANK	TYPE	MOVE NAME
	Ground	Sand Attack
	Dark	Bite
	Steel	Metal Sound
	Steel	Metal Claw
	Dark	Crunch
	Ground	Dig
	Bug	X-Scissor
	Normal	Guillotine
	Electric	Thunder Fang

RANK	TYPE	MOVE NAME
	Normal	Vice Grip
	Bug	Fury Cutter
	Psychic	Agility
	Bug	Bug Bite
	Steel	Iron Head
	Normal	Entrainment
	Steel	Iron Defense
	Normal	Screech
	Fight	Superpower



HEIGHT: 0.3m / 1'00"
WEIGHT: 33kg / 72 lbs

Iron Ant Pokémon
Durant build complex mazes of tunnels in the mountains.
Each colony has hundreds of Durant, all playing different roles in driving Heatmor away from their nest as it is their only predator.

STRENGTH ●●●○○
DEXTERITY ●●●○○
VITALITY ●●●○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Swarm & Hustle

EVOLUTIVE STAGE: Final.


#632

#633 Deino

TYPE: Dark / Dragon



HEIGHT: 0.8m / 2'07"
WEIGHT: 17kg / 38 lbs

Irate Pokémon
This Pokémon is blind, It bites all it finds to be aware of its surroundings. It constantly bumps into things and attacks anything close to it. Their bodies are covered in wounds and they are very aggressive.

STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 3
SUGGESTED RANK: Amateur

ABILITIES: Hustle

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.


#633 #634 #635

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Normal	Focus Energy
	Normal	Headbutt
	Normal	Roar
	Normal	Slam
	Normal	Work Up
	Normal	Body Slam
	Normal	Hyper Voice
	Rock	Head Smash
	Fire	Fire Fang

RANK	TYPE	MOVE NAME
	Dragon	Dragon Rage
	Dark	Bite
	Dragon	Dragon Breath
	Dark	Crunch
	Dragon	Dragon Pulse
	Dragon	Dragon Rush
	Normal	Scary Face
	Dragon	Outrage
	Electric	Thunder Fang

#634 Zweilous

TYPE: Dark / Dragon

RANK	TYPE	MOVE NAME
	Normal	Double Hit
	Normal	Focus Energy
	Normal	Headbutt
	Normal	Roar
	Normal	Slam
	Normal	Work Up
	Normal	Body Slam
	Normal	Hyper Voice
	Rock	Head Smash
	Fire	Fire Fang

RANK	TYPE	MOVE NAME
	Dragon	Dragon Rage
	Dark	Bite
	Dragon	Dragon Breath
	Dark	Crunch
	Dragon	Dragon Pulse
	Dragon	Dragon Rush
	Normal	Scary Face
	Dragon	Outrage
	Electric	Thunder Fang



HEIGHT: 1.4m / 3'03"
WEIGHT: 50kg / 110 lbs

Hostile Pokémon
The two heads do not get along with eachother as they compete for food. For this reason , Zweilous usually eats more than it should. Touching it carelessly can get you attacked by one or both heads.

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Hustle

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Slow.


#633 #634 #635

#635 Hydreigon

TYPE: Dark / Dragon



HEIGHT: 1.8m / 6'00"
WEIGHT: 160kg /352 lbs

Brutal Pokémon
This brutal Pokémon flies in the sky. Anything that moves seems like a foe to it, triggering its aggression. The heads on its arms do not have brains. They use all three heads to consume and destroy everything.

STRENGTH ●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○○
SPECIAL ●●●○○○○
INSIGHT ●●○○

BASE HP: 5
SUGGESTED RANK: Pro

ABILITIES: Levitate

EVOLUTIVE STAGE: Final.


#633 #634 #635

RANK	TYPE	MOVE NAME
	Normal	Tri Attack
	Normal	Focus Energy
	Normal	Headbutt
	Normal	Roar
	Normal	Slam
	Normal	Work Up
	Dragon	Outrage
	Normal	Body Slam
	Dragon	Draco Meteor
	Ground	Earth Power

RANK	TYPE	MOVE NAME
	Dragon	Dragon Rage
	Dark	Bite
	Dragon	Dragon Breath
	Dark	Crunch
	Dragon	Dragon Pulse
	Dragon	Dragon Rush
	Normal	Scary Face
	Normal	Hyper Voice
	Fire	Heat Wave

#636 Larvesta

TYPE: Bug / Fire

STRENGTH	●●○○○
DEXTERITY	●●○○
VITALITY	●●○○
SPECIAL	●●○○
INSIGHT	●●○○



HEIGHT: 1.1m / 3'07" WEIGHT: 28kg / 63 lbs

BASE HP: 3 SUGGESTED RANK: Amateur

ABILITIES: Flame Body

Torch Pokémon
Very Rare. The base of volcanoes is where they make their homes. They shoot fire from their horns to repel attacks from enemies. It becomes a flaming cocoon for months before it finally evolves.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#636

#637

RANK	TYPE	MOVE NAME
	Fire	Ember
	Grass	Absorb
	Fire	Flame Charge
	Normal	Double-Edge
	Bug	Bug Buzz
	Normal	Thrash
	Normal	Harden
	Psychic	Zen Headbutt

RANK	TYPE	MOVE NAME
	Bug	String Shot
	Normal	Take Down
	Bug	Bug Bite
	Fire	Flame Wheel
	Psychic	Amnesia
	Fire	Flare Blitz
	Grass	Giga Drain

#637 Volcarona

TYPE: Bug / Fire



STRENGTH	●●○○
DEXTERITY	●●●○○○
VITALITY	●●○○
SPECIAL	●●●○○○○
INSIGHT	●●●○○○

HEIGHT: 1.6m / 5'03" WEIGHT: 46kg / 101 lbs

BASE HP: 4 SUGGESTED RANK: Ace

ABILITIES: Flame Body

EVOLUTIVE STAGE: Final.

Sun Pokémon
A sea of fire engulfs the surroundings of its battles, since it uses six wings to scatter blazing scales. There are stories of how its fire saved villages during winter and how it shone like the sun over the mountains.


#636

#637

RANK	TYPE	MOVE NAME
	Fire	Ember
	Grass	Absorb
	Fire	Fire Spin
	Bug	Quiver Dance
	Fire	Fiery Dance
	Bug	Silver Wind
	Bug	Bug Buzz
	Flying	Hurricane
	Flying	Tailwind
	Electric	Magnet Rise

RANK	TYPE	MOVE NAME
	Bug	String Shot
	Flying	Gust
	Bug	Rage Powder
	Psychic	Amnesia
	Normal	Whirlwind
	Fire	Heat Wave
	Normal	Thrash
	Fire	Flare Blitz
	Normal	Morning Sun

#638 Cobalion

TYPE: Steel / Fight



STRENGTH	●●●●●
DEXTERITY	●●●●●●
VITALITY	●●●●●●●
SPECIAL	●●●●●
INSIGHT	●●●●●

HEIGHT: 2.1m / 7'00" WEIGHT: 250kg / 551 lbs

BASE HP: 4 SUGGESTED RANK: Master

ABILITIES: Justified

Pokédex has no data.
There is a story in Unova about four Pokémon that brought justice to the wrongdoers. Their Leader was calm and composed but unforgiving. Its cold stare forced you to obey its law.

EVOLUTIVE STAGE: Unknown.


#638

RANK	TYPE	MOVE NAME
	Normal	Quick Attack
	Fight	Double Kick
	Normal	Take Down
	Normal	Retaliate
	Fight	Sacred Sword
	Fight	Quick Guard
	Steel	Metal Burst
	Normal	Psych Up
	Normal	Laser Focus

RANK	TYPE	MOVE NAME
	Normal	Leer
	Steel	Metal Claw
	Normal	Helping Hand
	Steel	Iron Head
	Normal	Swords Dance
	Normal	Work Up
	Fight	Close Combat
	Psychic	Calm Mind

#639 Terrakion

TYPE: Rock / Fight



STRENGTH	●●●●●●●
DEXTERITY	●●●●●●
VITALITY	●●●●●
SPECIAL	●●●●●
INSIGHT	●●●●●

HEIGHT: 1.9m / 6'03" WEIGHT: 260kg / 573 lbs

BASE HP: 4 SUGGESTED RANK: Master

ABILITIES: Justified

EVOLUTIVE STAGE: Unknown.

Pokédex has no data.
Legends in Unova tell about four Pokémon that rebelled against the unfair ruler. One of them trampled through the castle walls, destroying the fortress to free the trapped Pokémon inside.


#639

RANK	TYPE	MOVE NAME
	Normal	Quick Attack
	Fight	Double Kick
	Normal	Safeguard
	Normal	Take Down
	Normal	Retaliate
	Fight	Sacred Sword
	Fight	Quick Guard
	Rock	Stone Edge
	Fight	Superpower
	Rock	Bulldoze

RANK	TYPE	MOVE NAME
	Normal	Leer
	Rock	Smack Down
	Normal	Swift
	Normal	Helping Hand
	Rock	Rock Slide
	Normal	Swords Dance
	Normal	Work Up
	Fight	Close Combat
	Normal	Giga Impact

#640 Virizion

TYPE: Grass / Fight

RANK	TYPE	MOVE NAME
	Normal	Quick Attack
	Fight	Double Kick
	Normal	Take Down
	Normal	Retaliate
	Fight	Sacred Sword
	Fight	Quick Guard
	Grass	Leaf Blade
	Psychic	Agility
	Normal	Attract

RANK	TYPE	MOVE NAME
	Normal	Leer
	Grass	Magical Leaf
	Normal	Helping Hand
	Grass	Giga Drain
	Normal	Swords Dance
	Normal	Work Up
	Fight	Close Combat
	Fairy	Charm



STRENGTH ●●●●●
DEXTERITY ●●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●●●
INSIGHT ●●●●●

HEIGHT: 2m / 6'07"
WEIGHT: 200kg / 440 lbs

BASE HP: 4
SUGGESTED RANK: Master

ABILITIES: Justified

Pokédex has no data.
An old tale in Unova mentions four Pokémon that fought against an evil army. The most beautiful of them was also the most swift and graceful in combat, it created an army of trees that won the battle.

EVOLUTIVE STAGE: Unknown.


#640

#641 Tornadus

TYPE: Flying



STRENGTH ●●●●●●
DEXTERITY ●●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●●●
INSIGHT ●●●●●

HEIGHT: 1.5m / 5'00"
WEIGHT: 63kg / 138 lbs

BASE HP: 4
SUGGESTED RANK: Master

ABILITIES: Prankster & Defiant

Pokédex has no data.
Unova suffers from terrible tornados and devastating wind currents that leave houses and buildings in ruins. Some people claim a Pokémon riding the winds is responsible for all the devastation.

EVOLUTIVE STAGE: Unknown.


#641

RANK	TYPE	MOVE NAME
	Normal	Uproar
	Flying	Gust
	Dark	Bite
	Flying	Air Cutter
	Psychic	Agility
	Dark	Crunch
	Water	Rain Dance
	Dark	Dark Pulse
	Normal	Thrash
	Flying	Defog

RANK	TYPE	MOVE NAME
	Ghost	Astonish
	Normal	Swagger
	Fight	Revenge
	Psychic	Extrasesory
	Flying	Air Slash
	Flying	Tailwind
	Flying	Hurricane
	Fight	Hammer Arm
	Normal	Whirlwind

#641 Tornadus

TYPE: Flying



STRENGTH ●●●●●●
DEXTERITY ●●●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●●
INSIGHT ●●●●●

HEIGHT: 1.5m / 5'00"
WEIGHT: 63kg / 138 lbs

BASE HP: 4
SUGGESTED RANK: Master

ABILITIES: Regenerator

Pokédex has no data.
Some Pokémon reveal their true forms after recovering power lost to them. Great forces of nature can help them recover their strength such as Tornadoes, Lightning, and even a Landslide.

EVOLUTIVE STAGE: Unknown.


#641

RANK	TYPE	MOVE NAME
	Normal	Uproar
	Flying	Gust
	Dark	Bite
	Flying	Air Cutter
	Psychic	Agility
	Dark	Crunch
	Water	Rain Dance
	Dark	Dark Pulse
	Normal	Thrash
	Flying	Defog

RANK	TYPE	MOVE NAME
	Ghost	Astonish
	Normal	Swagger
	Fight	Revenge
	Psychic	Extrasesory
	Flying	Air Slash
	Flying	Tailwind
	Flying	Hurricane
	Fight	Hammer Arm
	Normal	Whirlwind

#642 Thundurus

TYPE: Electric / Flying

RANK	TYPE	MOVE NAME
	Normal	Uproar
	Electric	Thunder Shock
	Dark	Bite
	Electric	Shock Wave
	Psychic	Agility
	Dark	Crunch
	Dark	Nasty Plot
	Dark	Dark Pulse
	Normal	Thrash
	Electric	Electric Terrain

RANK	TYPE	MOVE NAME
	Ghost	Astonish
	Normal	Swagger
	Fight	Revenge
	Psychic	Heal Block
	Electric	Discharge
	Electric	Charge
	Electric	Thunder
	Fight	Hammer Arm
	Electric	Ion Deluge



STRENGTH ●●●●●●
DEXTERITY ●●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●●●
INSIGHT ●●●●●

HEIGHT: 1.5m / 5'00"
WEIGHT: 61kg / 134 lbs

BASE HP: 4
SUGGESTED RANK: Master

ABILITIES: Prankster & Defiant

Pokédex has no data.
There are constant forest fires all through the Unova region. These fires are always the result of a giant thunder storm. Forest rangers tell about a blue demon's shadow that was inside the storm clouds.

EVOLUTIVE STAGE: Unknown.


#642

#642 Thundurus

TYPE: Electric / Flying



RANK	TYPE	MOVE NAME
1	Normal	Uproar
1	Electric	Thunder Shock
1	Dark	Bite
1	Electric	Shock Wave
1	Psychic	Agility
1	Dark	Crunch
1	Dark	Nasty Plot
1	Dark	Dark Pulse
1	Normal	Thrash
1	Electric	Electric Terrain
1	Ghost	Astonish
1	Normal	Swagger
1	Fight	Revenge
1	Psychic	Heal Block
1	Electric	Discharge
1	Electric	Charge
1	Electric	Thunder
1	Fight	Hammer Arm
1	Electric	Ion Deluge

STRENGTH ●●●●●●
DEXTERITY ●●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●●●●
INSIGHT ●●●●●

HEIGHT: 1.5m / 5'00"
WEIGHT: 61kg / 134 lbs

BASE HP: 4
SUGGESTED RANK: Master

ABILITIES: Volt Absorb

Pokédex has no data.
Some Pokémon reveal their true forms after recovering power lost to them. Great forces of nature can help them recover their strength such as Tornadoes, Lightning, and even a Landslide.

EVOLUTIVE STAGE: Unknown.


#642

#643 Reshiram

TYPE: Dragon / Fire



RANK	TYPE	MOVE NAME
1	Dragon	Dragon Rage
1	Psychic	Imprison
1	Fire	Flamethrower
1	Normal	Slash
1	Fire	Fusion Flare
1	Normal	Noble Roar
1	Fire	Fire Blast
1	Normal	Hyper Voice
1	Normal	Lucky Chant
1	Fire	Fire Pledge
1	Fire	Fire Fang
1	Rock	Ancient Power
1	Dragon	Dragon Breath
1	Psychic	Extrasensory
1	Dragon	Dragon Pulse
1	Dark	Crunch
1	Dragon	Outrage
1	Fire	Blue Flare
1	Normal	Wish
1	Dark	Topsy-Turvy

STRENGTH ●●●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●●
SPECIAL ●●●●●●●●
INSIGHT ●●●●●●●

HEIGHT: 3.2m / 10'06"
WEIGHT: 330kg / 727 lbs

BASE HP: 5
SUGGESTED RANK: Master

ABILITIES: Turboblaze

Pokédex has no data.

An Incredibly old scroll written in an ancient language, tells about a world of truth built by purifying fire. It also tells about a big dispute. The rest of the scroll is burned...

EVOLUTIVE STAGE: Unknown.


#643

#644 Zekrom

TYPE: Dragon / Electric



RANK	TYPE	MOVE NAME
1	Dragon	Dragon Rage
1	Psychic	Imprison
1	Electric	Thunderbolt
1	Normal	Slash
1	Electric	Fusion Bolt
1	Normal	Noble Roar
1	Electric	Thunder
1	Normal	Hyper Voice
1	Normal	Lucky Chant
1	Psychic	Future Sight
1	Electric	Thunder Fang
1	Rock	Ancient Power
1	Dragon	Dragon Breath
1	Psychic	Zen Headbutt
1	Dragon	Dragon Claw
1	Dark	Crunch
1	Dragon	Outrage
1	Electric	Bolt Strike
1	Normal	Wish
1	Dark	Topsy-Turvy

STRENGTH ●●●●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●●●
SPECIAL ●●●●●●●
INSIGHT ●●●●●●

HEIGHT: 2.9m / 9'06"
WEIGHT: 345kg / 760 lbs

BASE HP: 5
SUGGESTED RANK: Master

ABILITIES: Teravolt

Pokédex has no data.
An old rock tablet full of ancient symbols tells the story of two brothers. One of them wanted a world of ideals built with the energy of the young. The rest of the stone is broken as if struck by lightning.

EVOLUTIVE STAGE: Unknown.


#644

#645 Landorus

TYPE: Ground / Flying



RANK	TYPE	MOVE NAME
1	Normal	Block
1	Rock	Rock Tomb
1	Dark	Punishment
1	Rock	Rock Throw
1	Normal	Swords Dance
1	Rock	Rock Slide
1	Ground	Sandstorm
1	Rock	Stone Edge
1	Dragon	Outrage
1	Ground	Dig
1	Ground	Mud Shot
1	Psychic	Imprison
1	Rock	Bulldoze
1	Psychic	Extrasensory
1	Ground	Earth Power
1	Ground	Earthquake
1	Ground	Fissure
1	Fight	Hammer Arm
1	Ground	Rototiller

STRENGTH ●●●●●●●
DEXTERITY ●●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●●
INSIGHT ●●●●●

HEIGHT: 1.5m / 5'00"
WEIGHT: 68kg / 150 lbs

BASE HP: 4
SUGGESTED RANK: Master

ABILITIES: Sand Force & Sheer Force

Pokédex has no data.
Earthquakes and landslides raze Unova with frequency, but the places who suffer them are left with a plentiful harvest that year. Feared by some, revered by others who claim to have seen it.

EVOLUTIVE STAGE: Unknown.


#645

#645 Landorus

TYPE: Ground / Flying



STRENGTH ●●●●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●●
INSIGHT ●●●●●

HEIGHT: 1.5m / 5'00"
WEIGHT: 68kg / 150 lbs

BASE HP: 4
SUGGESTED RANK: Master

ABILITIES: Intimidate

Pokédex has no data.
Some Pokémon reveal their true forms after recovering power lost to them. Great forces of nature can help them recover their strength such as Tornadoes, Lightning, and even a Landslide.

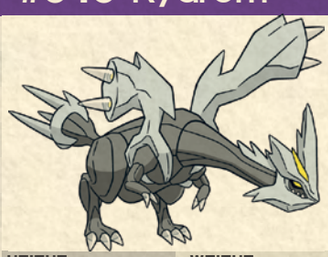
EVOLUTIVE STAGE: Unknown.


#645

RANK	TYPE	MOVE NAME
	Normal	Block
	Rock	Rock Tomb
	Dark	Punishment
	Rock	Rock Throw
	Normal	Swords Dance
	Rock	Rock Slide
	Ground	Sandstorm
	Rock	Stone Edge
	Dragon	Outrage
	Ground	Dig
	Ground	Mud Shot
	Psychic	Imprison
	Rock	Bulldoze
	Psychic	Extrasensory
	Ground	Earth Power
	Ground	Earthquake
	Ground	Fissure
	Fight	Hammer Arm
	Ground	Rotoiller

#646 Kyurem

TYPE: Dragon / Ice



STRENGTH ●●●●●●●
DEXTERITY ●●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●●●
INSIGHT ●●●●●

HEIGHT: 3m / 9'10"
WEIGHT: 325kg / 716 lbs

BASE HP: 6
SUGGESTED RANK: Master

ABILITIES: Pressure

Pokédex has no data.
Inside a remote and frozen cave there are some old paintings. They depict a giant dragon being thorn apart into a black and white shards Of the rest of the picture only shattered fragments of ice remain.

EVOLUTIVE STAGE: Unknown.


#646

RANK	TYPE	MOVE NAME
	Ice	Icy Wind
	Psychic	Imprison
	Ice	Ice Beam
	Normal	Slash
	Ice	Glaciate
	Normal	Noble Roar
	Ice	Blizzard
	Normal	Hyper Voice
	Ice	Hail
	Ice	Mist
	Ice	Sheer Cold
	Dragon	Dragon Rage
	Rock	Ancient Power
	Dragon	Dragon Breath
	Normal	Scary Face
	Dragon	Dragon Pulse
	Normal	Endeavor
	Dragon	Outrage
	Normal	Substitute
	Ice	Haze
	Normal	Recover
	Psychic	Power Split

#646 Kyurem

TYPE: Dragon / Ice



STRENGTH ●●●●●●●●●
DEXTERITY ●●●●●●
VITALITY ●●●●●●
SPECIAL ●●●●●●●
INSIGHT ●●●●●

HEIGHT: 3m / 9'10"
WEIGHT: 325kg / 716 lbs

BASE HP: 6
SUGGESTED RANK: Master

ABILITIES: Teravolt

Pokédex has no data.
In the Icy mountains at the east of Unova, you can hear the wails of a creature suffering as if it missed a part of its very soul.
Dark clouds and lightning are sure to follow.

EVOLUTIVE STAGE: Unknown.


#646

RANK	TYPE	MOVE NAME
	Ice	Icy Wind
	Psychic	Imprison
	Ice	Ice Beam
	Normal	Slash
	Ice	Glaciate
	Normal	Noble Roar
	Ice	Blizzard
	Normal	Hyper Voice
	Normal	Lucky Chant
	Normal	Wish
	Fire	Fusion Flare
	Dragon	Dragon Rage
	Rock	Ancient Power
	Dragon	Dragon Breath
	Normal	Scary Face
	Dragon	Dragon Pulse
	Normal	Endeavor
	Dragon	Outrage
	Dark	Topsy-Turvy
	Dark	Punishment
	Normal	Recover
	Fire	Blue Flare

#646 Kyurem

TYPE: Dragon / Ice



STRENGTH ●●●●●●●
DEXTERITY ●●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●●●●●
INSIGHT ●●●●●●

HEIGHT: 3m / 9'10"
WEIGHT: 325kg / 716 lbs

BASE HP: 6
SUGGESTED RANK: Master

ABILITIES: Turboblaze

Pokédex has no data.
In the Icy mountains at the west of Unova, you can hear the wails of a creature suffering as if it missed a part of its very soul.
Explosions and blue fires are sure to follow.

EVOLUTIVE STAGE: Unknown.


#646

#647 Keldeo

TYPE: Water / Fight



STRENGTH	●●●●●
DEXTERITY	●●●●●●
VITALITY	●●●●●
SPECIAL	●●●●●●●
INSIGHT	●●●●●

HEIGHT: 1.4m / 4'07"
WEIGHT: 48kg / 106 lbs

BASE HP: 4
SUGGESTED RANK: Master

ABILITIES: Justified

EVOLUTIVE STAGE: Unknown.


#647

Pokédex has no data.
Age-old fairy tales of Unova tell the story of four Pokémon that brought the land to a golden age. The young of the group was brave and naive. It could gallop on the water surface leaving a rainbow behind.

RANK	TYPE	MOVE NAME
	Water	Aqua Jet
	Fight	Double Kick
	Normal	Take Down
	Fight	Retaliate
	Fight	Sacred Sword
	Fight	Quick Guard
	Water	Hydro Pump
	Water	Surf
	Normal	Follow Me

RANK	TYPE	MOVE NAME
	Normal	Leer
	Water	Bubble Beam
	Normal	Helping Hand
	Water	Aqua Tail
	Normal	Swords Dance
	Normal	Work Up
	Fight	Close Combat
	Water	Waterfall
	Normal	Noble Roar

#647 Keldeo

TYPE: Water / Fight



STRENGTH	●●●●●●
DEXTERITY	●●●●●●
VITALITY	●●●●●●
SPECIAL	●●●●●●●
INSIGHT	●●●●●

HEIGHT: 1.4m / 4'07"
WEIGHT: 48kg / 106 lbs

BASE HP: 4
SUGGESTED RANK: Master

ABILITIES: Justified

EVOLUTIVE STAGE: Unknown.


#647

Pokédex has no data.
The old fairy tale ends with the youngest Pokémon rising above evil and injustice due to its resolute and determined desire for justice. The mentorship of the other Pokémon bearing fruits.

RANK	TYPE	MOVE NAME
	Water	Aqua Jet
	Fight	Double Kick
	Normal	Take Down
	Fight	Retaliate
	Fight	Sacred Sword
	Fight	Quick Guard
	Water	Hydro Pump
	Water	Surf
	Normal	Follow Me

RANK	TYPE	MOVE NAME
	Normal	Leer
	Water	Bubble Beam
	Normal	Helping Hand
	Water	Aqua Tail
	Normal	Swords Dance
	Normal	Work Up
	Fight	Close Combat
	Water	Waterfall
	Normal	Noble Roar

#648 Meloetta

TYPE: Normal / Psychic



STRENGTH	●●●●●
DEXTERITY	●●●●●
VITALITY	●●●●●
SPECIAL	●●●●●●●
INSIGHT	●●●●●●●

HEIGHT: 0.6m / 5'07"
WEIGHT: 6kg / 14 lbs

BASE HP: 5
SUGGESTED RANK: Master

ABILITIES: Serene Grace

EVOLUTIVE STAGE: Unknown.


#648

Pokédex has no data.

There are old songs about a beautiful Pokémon that inspired the hearts of artists through its graceful dance and singing.

RANK	TYPE	MOVE NAME
	Normal	Round
	Psychic	Confusion
	Normal	Teeter Dance
	Psychic	Psybeam
	Bug	U-Turn
	Psychic	Psychic
	Psychic	Role Play
	Normal	Perish Song
	Fairy	Disarming Voice
	Normal	Relic Song

RANK	TYPE	MOVE NAME
	Normal	Quick Attack
	Normal	Sing
	Flying	Acrobatics
	Normal	Echoed Voice
	Fight	Wake-Up Slap
	Normal	Hyper Voice
	Fight	Close Combat
	Normal	Boomburst
	Normal	Lucky Chant
	Normal	Captivate

#648 Meloetta

TYPE: Normal / Fight



STRENGTH	●●●●●●●
DEXTERITY	●●●●●●●
VITALITY	●●●●●
SPECIAL	●●●●●
INSIGHT	●●●●●

HEIGHT: 0.6m / 5'07"
WEIGHT: 6kg / 14 lbs

BASE HP: 5
SUGGESTED RANK: Master

ABILITIES: Serene Grace

EVOLUTIVE STAGE: Unknown.


#648

Pokédex has no data.

There are old songs about a beautiful Pokémon that inspired the hearts of artists through its graceful dance and singing.

RANK	TYPE	MOVE NAME
	Normal	Round
	Psychic	Confusion
	Normal	Teeter Dance
	Psychic	Psybeam
	Bug	U-Turn
	Psychic	Psychic
	Psychic	Role Play
	Normal	Perish Song
	Normal	Swords Dance
	Normal	Rapid Spin

RANK	TYPE	MOVE NAME
	Normal	Quick Attack
	Normal	Sing
	Flying	Acrobatics
	Normal	Echoed Voice
	Fight	Wake-Up Slap
	Normal	Hyper Voice
	Fight	Close Combat
	Normal	Entrainment
	Normal	Revelation Dance
	Normal	Captivate

#649 Genesect

TYPE: Bug / Steel



STRENGTH ●●●●●●●
DEXTERITY ●●●●●●
VITALITY ●●●●●●
SPECIAL ●●●●●●●
INSIGHT ●●●●●●

HEIGHT: 1.5m / 5'00"
WEIGHT: 82kg / 181 lbs

BASE HP: 4
SUGGESTED RANK: Master

ABILITIES: Download

Pokédex has no data.
Fossil revival is now possible with our incredible technology.
Recently, some researchers sparked a controversial debate by altering the original forms of the revived Pokémon through artificial means.

EVOLUTIVE STAGE: Unknown.


#649

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Bug	Fell Stinger		Normal	Techno Blast
	Normal	Quick Attack		Electric	Magnet Rise
	Steel	Metal Claw		Normal	Screech
	Bug	Fury Cutter		Normal	Lock-On
	Fire	Flame Charge		Steel	Magnet Bomb
	Normal	Slash		Steel	Metal Sound
	Bug	Signal Beam		Normal	Tri Attack
	Bug	X-Scissor		Bug	Bug Buzz
	Normal	Simple Beam		Electric	Zap Cannon
	Normal	Hyper Beam		Normal	Self Destruct
	Steel	Flash Cannon		Grass	Bullet Seed

#650 Chespin

TYPE: Grass



STRENGTH ●●○
DEXTERITY ●○○
VITALITY ●●○
SPECIAL ●●○
INSIGHT ●●○

HEIGHT: 0.4m / 1'04"
WEIGHT: 9kg / 19 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Overgrow

Spiky Nut Pokémon
A small and curious Pokémon. They are rare to find but their nests have been found on chesnut trees. Their heads are covered by spikes and if there's a threat they roll into balls to protect themselves.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#650 #651 #652

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Tackle		Normal	Growl
	Grass	Vine Whip		Rock	Rollout
	Dark	Bite		Grass	Leech Seed
	Bug	Pin Missile		Normal	Take Down
	Grass	Seed Bomb		Ground	Mud Shot
	Fight	Bulk Up		Normal	Body Slam
	Normal	Pain Split		Grass	Wood Hammer
	Normal	Super Fang		Fight	Drain Punch
	Grass	Grass Pledge			

#651 Quilladin

TYPE: Grass



STRENGTH ●●○○
DEXTERITY ●●○
VITALITY ●●●○○
SPECIAL ●●○
INSIGHT ●●○

HEIGHT: 0.7m / 2'04"
WEIGHT: 29kg / 63 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Overgrow

Spiny Armor Pokémon
It strengthens its lower body by running into sturdy things. It is a kind Pokémon that relies on its sturdy shell and sharp quills to deflect any foe trying to attack it. They never start a fight.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.


#650 #651 #652

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Tackle		Normal	Growl
	Grass	Vine Whip		Rock	Rollout
	Dark	Bite		Grass	Leech Seed
	Bug	Pin Missile		Grass	Needle Arm
	Normal	Take Down		Grass	Seed Bomb
	Ground	Mud Shot		Fight	Bulk Up
	Normal	Body Slam		Normal	Pain Split
	Grass	Wood Hammer		Steel	Iron Defense
	Fight	Drain Punch		Grass	Grass Pledge

#652 Chesnaught

TYPE: Grass / Fight



STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1.6m / 5'03"
WEIGHT: 90kg / 198 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Overgrow

Spiny Armor Pokémon
These Pokémon are known for taking defensive stances instead of charging into battle.
Many stories tell how during the old wars, Chesnaught protected their allies using their bodies.

EVOLUTIVE STAGE: Final.


#650 #651 #652

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Tackle		Fight	Bulk Up
	Grass	Vine Whip		Normal	Growl
	Dark	Bite		Rock	Rollout
	Bug	Pin Missile		Grass	Leech Seed
	Normal	Take Down		Grass	Needle Arm
	Ground	Mud Shot		Grass	Seed Bomb
	Normal	Body Slam		Grass	Spiky Shield
	Normal	Feint		Normal	Pain Split
	Grass	Wood Hammer		Fight	Hammer Arm
	Normal	Giga Impact		Normal	Belly Drum
	Dragon	Dual Chop		Grass	Synthesis
	Grass	Frenzy Plant			

#653 Fennekin

TYPE: Fire



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 9kg / 20 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Blaze

Fox Pokémon
This small and elusive Pokémon intimidates opponents by puffing hot air out of its ears. It likes to keep twigs and sticks nearby to munch them instead of snacks. They make good pets but they are pretty rare.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#653 #654 #655

RANK	TYPE	MOVE NAME
○	Normal	Scratch
○	Fire	Ember
○	Fire	Flame Charge
○	Fire	Fire Spin
○	Psychic	Light Screen
○	Fire	Flamethrower
○	Psychic	Psychic
○	Psychic	Magic Room
○	Psychic	Hypnosis
○	Fire	Fire Pledge

RANK	TYPE	MOVE NAME
○	Normal	Tail Whip
○	Normal	Howl
○	Psychic	Psybeam
○	Normal	Lucky Chant
○	Psychic	Psyshock
○	Fire	Will-O-Wisp
○	Fire	Sunny Day
○	Fire	Fire Blast
○	Normal	Wish

#654 Braixen

TYPE: Fire



STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1m / 3'03"
WEIGHT: 14kg / 32 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Blaze

Fox Pokémon
Using friction from its tail fur, it sets the twig it carries on fire and launches into battle. The flame on the twig is used to send signals and to create patters out of the embers. It is said the twig is a magic wand.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.


#653 #654 #655

RANK	TYPE	MOVE NAME
○	Normal	Scratch
○	Fire	Ember
○	Fire	Flame Charge
○	Fire	Fire Spin
○	Psychic	Light Screen
○	Fire	Flamethrower
○	Psychic	Psychic
○	Psychic	Magic Room
○	Psychic	Wonder Room
○	Fire	Fire Pledge

RANK	TYPE	MOVE NAME
○	Normal	Tail Whip
○	Normal	Howl
○	Psychic	Psybeam
○	Normal	Lucky Chant
○	Psychic	Psyshock
○	Fire	Will-O-Wisp
○	Fire	Sunny Day
○	Fire	Fire Blast
○	Normal	Wish

#655 Delphox

TYPE: Fire / Psychic



STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 58kg / 127 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Blaze

Fox Pokémon
It swirls its twig to create amazing flamethrowers. It gazes into the flame at the tip of its stick to achieve a focused state and rumor says that it can see the future within the glowing ember.

EVOLUTIVE STAGE: Final.


#653 #654 #655

RANK	TYPE	MOVE NAME
○	Normal	Scratch
○	Fire	Ember
○	Psychic	Magic Room
○	Psychic	Future Sight
○	Fire	Flame Charge
○	Fire	Fire Spin
○	Psychic	Light Screen
○	Fire	Flamethrower
○	Psychic	Psychic
○	Dark	Switcheroo
○	Psychic	Role Play
○	Electric	Shock Wave

RANK	TYPE	MOVE NAME
○	Normal	Tail Whip
○	Normal	Howl
○	Ghost	Shadow Ball
○	Fire	Mystical Fire
○	Psychic	Psybeam
○	Normal	Lucky Chant
○	Psychic	Psyshock
○	Fire	Will-O-Wisp
○	Fire	Sunny Day
○	Fire	Fire Blast
○	Fairy	Dazzling Gleam
○	Fire	Blast Burn

#656 Froakie

TYPE: Water



STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●○
SPECIAL ●●○○
INSIGHT ●●○

HEIGHT: 0.3m / 1'00"
WEIGHT: 7kg / 15 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Torrent

Bubble Frog Pokémon
It protects its skin by covering its body in bubble foeam. Beneath its happy-go-lucky air, it keeps a watchful eye on its surroundings. It needs good discipline or it will be bad mannered with others.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#656 #657 #658

RANK	TYPE	MOVE NAME
○	Normal	Pound
○	Water	Bubble
○	Ghost	Lick
○	Normal	Smokescreen
○	Dark	Fling
○	Normal	Substitute
○	Normal	Double Team
○	Ground	Mud Sport
○	Water	Water Pledge

RANK	TYPE	MOVE NAME
○	Normal	Growl
○	Normal	Quick Attack
○	Water	Water Pulse
○	Normal	Round
○	Rock	Smack Down
○	Flying	Bounce
○	Water	Hydro Pump
○	Poison	Toxic Spikes

#657 Frogadier

TYPE: Water



STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○○
INSIGHT ●●○○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 10kg / 24 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Torrent

Bubble Frog Pokémon
It is incredibly hard to catch. It starts practicing its skills by throwing foam covered pebbles at foes. Many trainers find this rebelious stage very challenging to handle and end up being its targets of practice.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.


#656 #657 #658

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Pound		Normal	Growl
	Water	Bubble		Normal	Quick Attack
	Ghost	Lick		Water	Water Pulse
	Normal	Smokescreen		Normal	Round
	Dark	Fling		Rock	Smack Down
	Normal	Substitute		Flying	Bounce
	Normal	Double Team		Water	Hydro Pump
	Ground	Mud Sport		Poison	Toxic Spikes
	Water	Water Pledge			

#658 Greninja

TYPE: Water / Dark



STRENGTH ●●●○○○
DEXTERITY ●●●○○○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 40kg / 88 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Torrent & Battle Bond

Ninja Pokémon
It appears and vanishes with a ninja's grace. It toys with its enemies using swift movements, then slices them with throwing sharp water stars.
If it was not properly disciplined, it will never listen any master.

EVOLUTIVE STAGE: Final.


#656 #657 #658

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Growl		Normal	Pound
	Normal	Quick Attack		Ghost	Lick
	Water	Bubble		Ice	Haze
	Psychic	Extrasensory		Psychic	Role Play
	Water	Water Pulse		Normal	Smokescreen
	Ghost	Shadow Sneak		Ground	Spikes
	Dark	Feint Attack		Water	Water Shuriken
	Normal	Substitute		Dark	Night Slash
	Normal	Double Team		Fight	Mat Block
	Water	Hydro Pump		Ice	Ice Punch
	Poison	Gunk Shot		Water	Hydro Cannon

#658 BBF Greninja

TYPE: Water / Dark



STRENGTH ●●●●○○○○
DEXTERITY ●●●○○○○
VITALITY ●●○○
SPECIAL ●●●●○○○○
INSIGHT ●●○○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 40kg / 88 lbs

BASE HP: 5
SUGGESTED RANK: Pro

ABILITIES: Battle Bond

Ninja Pokémon
The mysteries of the Pokémon world are vast. There is something called "The Bond Phenomenon" were a Pokémon and its trainer share a conection so strong that the Pokémon changes due to it.

EVOLUTIVE STAGE: Battle Bond Form


#656 #657 #658

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Growl		Normal	Pound
	Normal	Quick Attack		Ghost	Lick
	Water	Bubble		Ice	Haze
	Psychic	Extrasensory		Psychic	Role Play
	Water	Water Pulse		Normal	Smokescreen
	Ghost	Shadow Sneak		Ground	Spikes
	Dark	Feint Attack		Water	Water Shuriken
	Normal	Substitute		Dark	Night Slash
	Normal	Double Team		Fight	Mat Block
	Water	Hydro Pump		Ice	Ice Punch
	Poison	Gunk Shot		Water	Hydro Cannon

#659 Bunnelby

TYPE: Normal / Ground



STRENGTH ●○○○○
DEXTERITY ●●○○○
VITALITY ●○○○○
SPECIAL ●○○○○
INSIGHT ●○○○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 5kg / 11 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Pick Up & Cheek Pouch

Digging Pokémon
It uses its ears as shovels, digging holes strengthens them so much that they can sever thick roots easily. They reproduce quickly and a handful of them can ravage a field of vegetables in just a few hours.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#659 #660

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Tackle		Normal	Leer
	Psychic	Agility		Normal	Quick Attack
	Normal	Double Slap		Ground	Mud Slap
	Normal	Take Down		Ground	Mud Shot
	Fight	Double Kick		Normal	Odor Sleuth
	Normal	Flail		Ground	Dig
	Flying	Bounce		Normal	Super Fang
	Normal	Facade		Ground	Earthquake
	Normal	Defense Curl		Rock	Rollout
	Normal	Last Resort			

#660 Diggersby

TYPE: Normal / Ground



STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1m / 3'03"
WEIGHT: 42kg / 93 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Pick Up & Cheek Pouch

Digging Pokémon
A powerful excavator, its ears can reduce dense bedrock to rubble. After it has finished digging, it just lounges lazily. Some of them have been trained to work at construction sites with good results.

EVOLUTIVE STAGE: Final.


#659 #660

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Tackle		Normal	Leer
	Normal	Quick Attack		Normal	Double Slap
	Psychic	Agility		Ground	Rototiller
	Ground	Bulldoze		Normal	Swords Dance
	Ground	Mud Slap		Normal	Take Down
	Ground	Mud Shot		Fight	Double Kick
	Normal	Odor Sleuth		Normal	Flail
	Ground	Dig		Flying	Bounce
	Normal	Super Fang		Normal	Facade
	Ground	Earthquake		Fight	Hammer Arm
	Normal	Last Resort		Electric	Thunder Punch
	Fire	Fire Punch			

#661 Fletchling

TYPE: Normal / Flying



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 1kg / 2 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Big Pecks

Tiny Robin Pokémon
These cute Pokémon send signals to one another with beautiful chirps and feather movements.
But despite the beauty of its lilting voice it is merciless to intruders that come close to its nest.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#661 #662 #663

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Tackle		Normal	Growl
	Normal	Quick Attack		Flying	Peck
	Psychic	Agility		Normal	Flail
	Flying	Roost		Normal	Razor Wind
	Normal	Natural Gift		Fire	Flame Charge
	Flying	Acrobatics		Normal	Me First
	Flying	Tailwind		Steel	Steel Wing
	Dark	Snatch		Fight	Quick Guard
	Flying	Air Cutter			

#662 Fletchinder

TYPE: Fire / Flying



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 16kg / 35 lbs

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Flame Body

Ember Pokémon
From its beak, it expels embers to set tall grass on fire, then it pounces on the bewildered prey that pop out of the grass. Its body becomes engulfed in flames when it starts to battle. It is a fierce Pokémon.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.


#661 #662 #663

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Tackle		Normal	Tackle
	Normal	Quick Attack		Normal	Quick Attack
	Psychic	Agility		Psychic	Agility
	Fire	Ember		Fire	Ember
	Normal	Razor Wind		Normal	Razor Wind
	Fire	Flame Charge		Fire	Flare Blitz
	Normal	Me First		Normal	Me First
	Steel	Steel Wing		Steel	Steel Wing
	Fight	Quick Guard		Dark	Snatch
				Fire	Heat Wave

#663 Talonflame

TYPE: Fire / Flying



STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 1.2m / 4'00"
WEIGHT: 24kg / 54 lbs

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Flame Body

Scorching Pokémon
They soar over desert canyons. If they spot prey they launch down at full speed to deliver a finishing blow. They are excellent hunters, with every wing flap they take, it leaves a trail of fire dust behind.

EVOLUTIVE STAGE: Final.


#661 #662 #663

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Growl		Normal	Tackle
	Flying	Peck		Normal	Quick Attack
	Fire	Flame Charge		Psychic	Agility
	Normal	Flail		Fire	Ember
	Flying	Roost		Normal	Razor Wind
	Normal	Natural Gift		Fire	Flare Blitz
	Flying	Acrobatics		Normal	Me First
	Flying	Tailwind		Steel	Steel Wing
	Flying	Brave Bird		Dark	Snatch
	Fight	Quick Guard		Fire	Heat Wave

#664 Scatterbug

TYPE: Bug



RANK	TYPE	MOVE NAME
	Normal	Tackle
	Grass	Stun Spore
	Bug	Rage Powder

RANK	TYPE	MOVE NAME
	Bug	String Shot
	Bug	Bug Bite

STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 2kg / 5 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Shield Dust & Compoundeyes

Scatterdust Pokémon
The powder that covers its body regulates its temperature so it is able to live in any region or climate. Whenever it is under attack it spews a black powder that causes paralysis on contact.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Fast.



#665 Spewpa

TYPE: Bug



RANK	TYPE	MOVE NAME
	Normal	Harden
	Steel	Iron Defense

RANK	TYPE	MOVE NAME
	Normal	Protect
	Electric	Electro Web

STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●●○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 8kg / 18 lbs

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Shed Skin

Scatterdust Pokémon
It remains hidden inside old logs. When predators attack, it quickly bristles the fur covering its body to scare them. Bird Pokémon have a hard time trying to eat it with all the dust it releases as protection.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Fast.



#666 Vivillon

TYPE: Bug / Flying



RANK	TYPE	MOVE NAME
	Bug	Powder
	Poison	Poison Powder
	Grass	Sleep Powder
	Bug	Struggle Bug
	Normal	Supersonic
	Grass	Aromatherapy
	Normal	Safeguard
	Flying	Hurricane
	Electric	Electro Web

RANK	TYPE	MOVE NAME
	Flying	Gust
	Grass	Stun Spore
	Psychic	Light Screen
	Psychic	Psybeam
	Fairy	Draining Kiss
	Bug	Bug Buzz
	Bug	Quiver Dance
	Grass	Giga Drain
	Flying	Tailwind

STRENGTH ●●○
DEXTERITY ●●○○
VITALITY ●●○
SPECIAL ●●○○
INSIGHT ●●○

HEIGHT: 1.2m / 4'00"
WEIGHT: 17kg / 37 lbs

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Shield Dust & Compoundeyes

Scale Pokémon
The patterns on this Pokémon's wings depend on the climate it grows and the flowers it feeds on. A famous Pokémon breeder made one develop a Pokéball pattern, it was sold for a million dollars.

EVOLUTIVE STAGE: Final.



#667 Litleo

TYPE: Fire / Normal



RANK	TYPE	MOVE NAME
	Normal	Tackle
	Fire	Ember
	Normal	Take Down
	Normal	Headbutt
	Normal	Endeavor
	Fire	Flamethrower
	Normal	Hyper Voice
	Fire	Overheat
	Normal	Helping Hand

RANK	TYPE	MOVE NAME
	Normal	Leer
	Normal	Work Up
	Normal	Noble Roar
	Fire	Fire Fang
	Normal	Echoed Voice
	Dark	Crunch
	Fire	Incinerate
	Fire	Heat Wave
	Normal	Endure

STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 13kg / 29 lbs

BASE HP: 3
SUGGESTED RANK: Amateur

ABILITIES: Rivalry & Unnerve

Lion Cub Pokémon
Quick on temper and to take on a fight. They use their mane to scorch their enemies. Some of them set off from their pride to live alone. Only those who develop a full mane get to lead their own pride.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



#668 Pyroar



TYPE: Fire / Normal

STRENGTH ●●○
DEXTERITY ●●●○○
VITALITY ●●○○○
SPECIAL ●●●○○
INSIGHT ●●○

HEIGHT: 1.5m / 5'00"
WEIGHT: 162kg /356 lbs

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Rivalry & Unnerve

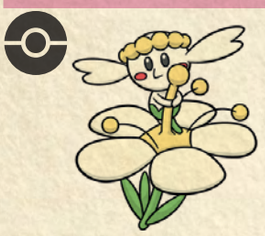
Royal Pokémon
The male with the largest fire mane is the leader of the pride. The females have a long mane strip. Whenever they roar they also let out a fiery breath. Not many Pokémon dare to mess with them.

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Leer	○	Normal	Tackle
○	Normal	Take Down	○	Fire	Ember
○	Normal	Work Up	○	Normal	Headbutt
○	Normal	Noble Roar	○	Fire	Flamethrower
○	Fire	Fire Fang	○	Normal	Endeavor
○	Normal	Echoed Voice	○	Normal	Hyper Beam
○	Dark	Crunch	○	Normal	Hyper Voice
○	Fire	Incinerate	○	Fire	Overheat
○	Fire	Heat Wave	○	Normal	Helping Hand
○	Normal	Endeavor			

#669 Flabébé



TYPE: Fairy

STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 0.1m / 0'04"
WEIGHT: 0.1kg / 0.2 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Flower Veil

Single Bloom Pokémon
This species is female only. They are so tiny it is difficult to spot them in the wild. They pick a flower as soon as they are born and it becomes a part of their body. These small Pokémon are shy but adorable.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Fast.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Tackle	○	Grass	Vine Whip
○	Fairy	Fairy Wind	○	Normal	Lucky Chant
○	Grass	Razor leaf	○	Normal	Wish
○	Grass	Magical Leaf	○	Grass	Grassy Terrain
○	Grass	Petal Blizzard	○	Grass	Aromatherapy
○	Fairy	Misty Terrain	○	Fairy	Moonblast
○	Grass	Petal Dance	○	Grass	Solar Beam
○	Normal	Heal Bell	○	Normal	Camouflage
○	Psychic	Magic Coat			

#670 Floette



TYPE: Fairy

STRENGTH ●●○
DEXTERITY ●●○
VITALITY ●●○
SPECIAL ●●○○
INSIGHT ●●●○○

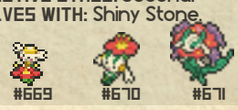
HEIGHT: 0.2m / 0'08"
WEIGHT: 1kg / 2 lbs

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Flower Veil

Fairy Pokémon
It flutters around flower meadows and takes care of buds that are starting to wilt. People who fill their gardens with their preferred flower recieve its visit every spring. They are loyal and caring Pokémon.

EVOLUTIVE STAGE: Second.
EVOLVES WITH: Shiny Stone.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Tackle	○	Grass	Vine Whip
○	Fairy	Fairy Wind	○	Normal	Lucky Chant
○	Grass	Razor leaf	○	Normal	Wish
○	Grass	Magical Leaf	○	Grass	Grassy Terrain
○	Grass	Petal Blizzard	○	Grass	Aromatherapy
○	Fairy	Misty Terrain	○	Fairy	Moonblast
○	Grass	Petal Dance	○	Grass	Solar Beam
○	Normal	Heal Bell	○	Normal	Camouflage
○	Psychic	Magic Coat			

#671 Florges



TYPE: Fairy

STRENGTH ●●○
DEXTERITY ●●○○
VITALITY ●●○
SPECIAL ●●●○○
INSIGHT ●●●○○

HEIGHT: 1.1m / 3'07"
WEIGHT: 10kg / 22 lbs

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Flower Veil

Garden Pokémon
In times long past, castle rulers would invite Florges to create flower gardens to embellish their domains. Florges claim beautiful meadows as their territories but they are kind and merciful with visitors.

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Fairy	Disarming Voice	○	Fairy	Flower Shield
○	Normal	Lucky Chant	○	Normal	Wish
○	Grass	Magical Leaf	○	Grass	Grassy Terrain
○	Grass	Petal Blizzard	○	Grass	Aromatherapy
○	Fairy	Misty Terrain	○	Fairy	Moonblast
○	Grass	Petal Dance	○	Grass	Grass Knot
○	Normal	Heal Bell	○	Grass	Synthesis
○	Psychic	Magic Coat			

#672 Skiddo

TYPE: Grass



RANK	TYPE	MOVE NAME
	Normal	Tackle
	Grass	Vine Whip
	Grass	Worry Seed
	Grass	Leech Seed
	Normal	Take Down
	Grass	Seed Bomb
	Normal	Double-Edge
	Grass	Leaf Blade
	Psychic	Zen Headbutt
	Normal	Defense Curl

RANK	TYPE	MOVE NAME
	Normal	Growth
	Normal	Tail Whip
	Grass	Razor Leaf
	Grass	Synthesis
	Ground	Bulldoze
	Fight	Bulk Up
	Grass	Horn Leech
	Normal	Milk Drink
	Normal	Endure

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.9m / 3'00"
WEIGHT: 31kg / 68 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Sap Sipper

Mount Pokémon
It's thought to be one of the first Pokémon to live in harmony with humans. If it has sunshine and water it doesn't need to eat – the leaves on its back will produce the energy for it.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#672

#673

#673 Gogoat

TYPE: Grass



STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1.7m / 5'07"
WEIGHT: 182kg /400 lbs

BASE HP: 6
SUGGESTED RANK: Amateur

ABILITIES: Sap Sipper

Mount Pokémon
In the wild, they inhabit mountain regions with the leader of the herd decided by a battle of clashing horns. People rely on Gogoat to get them through harsh terrains as it always knows where you want to go.

EVOLUTIVE STAGE: Final.


#672

#673

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Grass	Vine Whip
	Grass	Worry Seed
	Grass	Leech Seed
	Normal	Take Down
	Grass	Seed Bomb
	Normal	Double-Edge
	Grass	Leaf Blade
	Ground	Earthquake
	Psychic	Zen Headbutt
	Fight	Superpower

RANK	TYPE	MOVE NAME
	Normal	Growl
	Normal	Tail Whip
	Grass	Razor Leaf
	Grass	Synthesis
	Ground	Bulldoze
	Fight	Bulk Up
	Grass	Horn Leech
	Normal	Milk Drink
	Flying	Aerial Ace
	Flying	Bounce

#674 Pancham

TYPE: Fight



STRENGTH ●●○○○
DEXTERITY ●○○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 8kg / 17 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Iron Fist & Mold Breaker

Playful Pokémon
It lives in bamboo forests. It is very energetic and playful, but wants to be taken seriously. It has a hard time due to its cute appearance, for this reason it may start hanging out with the wrong crowd.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#674

#675

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Fight	Arm Thurst
	Fight	Karate Chop
	Normal	Slash
	Fight	Vital Throw
	Dark	Crunch
	Dark	Parting Shot
	Ice	Ice Punch
	Fire	Fire Punch

RANK	TYPE	MOVE NAME
	Normal	Leer
	Normal	Work Up
	Normal	Comet Punch
	Fight	Circle Throw
	Normal	Body Slam
	Normal	Entrainment
	Fight	Sky Uppercut
	Electric	Thunder Punch

#675 Pangoro

TYPE: Fight / Dark



STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 2.1m / 7'00"
WEIGHT: 204kg /448 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Iron Fist & Mold Breaker

Daunting Pokémon
Although this pokemon has a violent temperament, it won't put up with bullying. It charges ahead and slams its opponents like a berserker, totally disregarding its own safety.
Its migthy arms can send you flying.

EVOLUTIVE STAGE: Final.


#674

#675

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Normal	Work Up
	Steel	Bullet Punch
	Normal	Comet Punch
	Fight	Circle Throw
	Normal	Body Slam
	Normal	Entrainment
	Fight	Sky Uppercut
	Dark	Taunt
	Dragon	Outrage
	Fight	Drain Punch

RANK	TYPE	MOVE NAME
	Normal	Leer
	Fight	Arm Thurst
	Fight	Karate Chop
	Normal	Slash
	Fight	Vital Throw
	Dark	Crunch
	Dark	Parting Shot
	Fight	Hammer Arm
	Fight	Low Sweep
	Fight	Focus Punch

#676 Furfrou

TYPE: Normal



HEIGHT: 1.2m / 4'00"
WEIGHT: 28kg / 61 lbs

Poodle Pokémon
Historically, these Pokémon were the designated guardians of the kings. They are popular pets now and people love to trim their fur into exotic hairstyles. But their protective nature has never been lost.

STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Fur Coat

EVOLUTIVE STAGE: Final.

#676

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Tackle	○	Normal	Growl
●	Ground	Sand Attack	●	Fairy	Baby-Doll Eyes
●	Normal	Take Down	●	Normal	Tail Whip
●	Dark	Bite	●	Normal	Odor Sleuth
●	Normal	Retaliate	●	Normal	Headbutt
●	Fairy	Charm	●	Dark	Sucker Punch
●	Grass	Cotton Guard	●	Normal	Hyper Voice
●	Normal	Last Resort	●	Normal	Work Up

#677 Espurr

TYPE: Psychic



HEIGHT: 0.3m / 1'00"
WEIGHT: 3kg / 7 lbs

Restraint Pokémon
The organs that emit its intense psychic power are tucked under its ears to keep energy from escaping. It still does not control its power and could destroy something without realizing it.

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Keen Eye & Infiltrator

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.

#677 #678

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Scratch	○	Normal	Leer
●	Normal	Covet	●	Psychic	Confusion
●	Psychic	Light Screen	●	Psychic	Psybeam
●	Normal	Fake Out	●	Fairy	Disarming Voice
●	Psychic	Psyshock	●	Bug	Signal Beam
●	Psychic	Barrier	●	Normal	Yawn

#678 Meowstic

TYPE: Psychic



HEIGHT: 0.6m / 2'07"
WEIGHT: 8kg / 18 lbs

Constraint Pokémon
The eye patterns on the interior of its ears emit psychic energy. It keeps them tightly covered because the power can be overwhelming.
Females are white in color and more aggressive than the males.

STRENGTH ●●○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Keen Eye & Infiltrator

EVOLUTIVE STAGE: Final.

#677 #678

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Mean Look	○	Grass	Magical Leaf
○	Normal	Scratch	○	Normal	Leer
●	Normal	Fake Out	●	Fairy	Disarming Voice
●	Psychic	Confusion	●	Normal	Helping Hand
●	Psychic	Stored Power	●	Fairy	Charm
●	Electric	Charge Beam	●	Normal	Covet
●	Psychic	Psybeam	●	Dark	Sucker Punch
●	Psychic	Role Play	●	Psychic	Light Screen
●	Psychic	Reflect	●	Psychic	Psyshock
●	Psychic	Extrasensory	●	Psychic	Imprison
●	Fight	Quick Guard	●	Ghost	Shadow Ball
●	Psychic	Psychic	●	Fairy	Misty Terrain
●	Electric	Shock Wave	●	Normal	Tickle
●	Normal	Yawn			

#679 Honedge

TYPE: Steel / Ghost



HEIGHT: 0.8m / 2'07"
WEIGHT: 2kg / 4 lbs

Sword Pokémon
During ancient war times this ruthless Pokémon was born from the spirits of warriors who died in battle. It is a cursed sword that seeks revenge and bloodshed. It will drain the life energy of anyone that wields it.

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●○○
INSIGHT ●○○

BASE HP: 3
SUGGESTED RANK: Amateur

ABILITIES: No Guard

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.

#679 #680 #681

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Tackle	○	Normal	Swords Dance
●	Bug	Fury Cutter	●	Steel	Metal Sound
●	Dark	Pursuit	●	Steel	Autotomize
●	Ghost	Shadow Sneak	●	Flying	Aerial Ace
●	Normal	Retaliate	●	Normal	Slash
●	Dark	Night Slash	●	Steel	Iron Defense
●	Psychic	Power Trick	●	Steel	Iron Head
●	Fight	Sacred Sword	●	Ghost	Destiny Bond
●	Ghost	Spite	●	Rock	Wide Guard

#680 Doublade

TYPE: Steel / Ghost

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Bug	Fury Cutter
	Dark	Pursuit
	Ghost	Shadow Sneak
	Normal	Retaliate
	Dark	Night Slash
	Psychic	Power Trick
	Fight	Sacred Sword
	Ghost	Spite

RANK	TYPE	MOVE NAME
	Normal	Swords Dance
	Steel	Metal Sound
	Steel	Autotomize
	Flying	Aerial Ace
	Normal	Slash
	Steel	Iron Defense
	Steel	Iron Head
	Ghost	Destiny Bond
	Rock	Wide Guard



HEIGHT: 0.8m / 2'07"
WEIGHT: 5kg / 10 lbs

Sword Pokémon
Both swords share a telepathic link to coordinate attacks and slash their enemies to shreds. They feed on the rage of their wielder and promise to make him unbetable at the cost of his flesh and soul.

STRENGTH ●●●○○○
DEXTERITY ●○○
VITALITY ●●●●○○○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: No Guard

EVOLUTIVE STAGE: Second.
EVOLVES WITH: Dusk Stone.



#681 Aegislash

TYPE: Steel / Ghost



HEIGHT: 1.7m / 5'07"
WEIGHT: 53kg / 116 lbs

Royal Sword Pokémon
The legend tells of how this Pokémon lead the first King of Kalos to victory. A crushing grip can be felt on the arm of the wielder.
While in this form it can only use Support moves.

STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●●●○○○○
SPECIAL ●●○○
INSIGHT ●●●●○○○○

BASE HP: 5
SUGGESTED RANK: Pro

ABILITIES: Stance Change

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME
	Bug	Fury Cutter
	Steel	Autotomize
	Flying	Aerial Ace
	Dark	Night Slash
	Psychic	Power Trick
	Steel	King's Shield
	Fight	Sacred Sword
	Electric	Magnet Rise

RANK	TYPE	MOVE NAME
	Dark	Pursuit
	Ghost	Shadow Sneak
	Normal	Slash
	Steel	Iron Defense
	Steel	Iron Head
	Rock	Head Smash
	Ghost	Spite
	Ghost	Destiny Bond

#681 Aegislash

TYPE: Steel / Ghost



HEIGHT: 1.7m / 5'07"
WEIGHT: 53kg / 116 lbs

Royal Sword Pokémon
Those who weild this sword hear whispers of bloodlust and power. This cursed sword has the souls of those who fell by its blade.
While in this form it can only use Attack moves.

STRENGTH ●●●●○○○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●●●●○○○○
INSIGHT ●●○○

BASE HP: 5
SUGGESTED RANK: Pro

ABILITIES: Stance Change

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME
	Bug	Fury Cutter
	Steel	Autotomize
	Flying	Aerial Ace
	Dark	Night Slash
	Psychic	Power Trick
	Steel	King's Shield
	Fight	Sacred Sword
	Electric	Magnet Rise

RANK	TYPE	MOVE NAME
	Dark	Pursuit
	Ghost	Shadow Sneak
	Normal	Slash
	Steel	Iron Defense
	Steel	Iron Head
	Rock	Head Smash
	Ghost	Spite
	Ghost	Destiny Bond

#682 Spritzee

TYPE: Fairy

RANK	TYPE	MOVE NAME
	Normal	Sweet Scent
	Fairy	Sweet Kiss
	Normal	Echoed Voice
	Fairy	Draining Kiss
	Normal	Attract
	Fairy	Charm
	Fairy	Misty Terrain
	Psychic	Psychic
	Normal	Captivate
	Normal	Covet

RANK	TYPE	MOVE NAME
	Fairy	Fairy Wind
	Normal	Odor Sleuth
	Psychic	Calm Mind
	Grass	Aromatherapy
	Fairy	Moonblast
	Normal	Flail
	Psychic	Skill Swap
	Fairy	Disarming Voice
	Normal	Disable



HEIGHT: 0.2m / 0'08"
WEIGHT: 0.5kg / 1 lbs

Perfume Pokémon
In the past, rather than using a perfume, royal ladies had a Spritzee that would waft a fragrance they liked. They are popular today for this same reason. They are said to attact the opposite gender to you.

STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Healer

EVOLUTIVE STAGE: First.
EVOLVES WITH: Trade holding an Item.



#683 Aromatisse



TYPE: Fairy

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 15kg / 34 lbs

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Healer

EVOLUTIVE STAGE: Final.

#682 #683

Fragance Pokémon
Its scent is so overpowering that makes it difficult to simply be in close proximity to it. It emits scents that its foes dislike in order to gain an edge in battle. They can also produce pleasant and healing aromas.

RANK	TYPE	MOVE NAME
○	Normal	Sweet Scent
○	Fairy	Sweet Kiss
○	Fairy	Aromatic Mist
○	Normal	Echoed Voice
○	Fairy	Draining Kiss
○	Normal	Attract
○	Fairy	Charm
○	Fairy	Misty Terrain
○	Psychic	Psychic
○	Psychic	Reflect
○	Normal	Captivate
○	Fight	Drain Punch

RANK	TYPE	MOVE NAME
○	Fairy	Fairy Wind
○	Normal	Odor Sleuth
○	Psychic	Heal Pulse
○	Psychic	Calm Mind
○	Grass	Aromatherapy
○	Fairy	Moonblast
○	Normal	Flail
○	Psychic	Skill Swap
○	Fairy	Disarming Voice
○	Normal	Psych Up
○	Normal	Disable

#684 Swirlix



TYPE: Fairy

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 3kg / 7 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Sweet Veil

EVOLUTIVE STAGE: First.
EVOLVES WITH: Trade holding an Item.

#684 #685

Cotton Candy Pokémon
Because it eats nothing but sweet fruit, honey and sugars, its fur is as sticky and sweet as cotton candy. To entangle its opponents in battle, it extrudes white and sticky threads but the foes end up eating them.

RANK	TYPE	MOVE NAME
○	Normal	Tackle
○	Fairy	Fairy Wind
○	Dark	Fake Tears
○	Grass	Cotton Spore
○	Grass	Aromatherapy
○	Grass	Energy Ball
○	Normal	Wish
○	Psychic	Light Screen
○	Poison	Gastro Acid
○	Normal	Copycat

RANK	TYPE	MOVE NAME
○	Normal	Sweet Scent
○	Normal	Play Nice
○	Normal	Round
○	Normal	Endeavor
○	Fairy	Draining Kiss
○	Grass	Cotton Guard
○	Fairy	Play Rough
○	Normal	Safeguard
○	Normal	Helping Hand

#685 Slurpuff



TYPE: Fairy

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 5kg / 11 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Sweet Veil

EVOLUTIVE STAGE: Final.

#684 #685

Meringue Pokémon
This Pokémon lives in human cities and towns. It has an extremeley keen sense of smell.
It puts its sensitive nose to use by helping bakers and chefs to find the most delicious ingredients.

RANK	TYPE	MOVE NAME
○	Normal	Tackle
○	Fairy	Fairy Wind
○	Dark	Fake Tears
○	Grass	Cotton Spore
○	Grass	Aromatherapy
○	Grass	Energy Ball
○	Normal	Wish
○	Psychic	Light Screen
○	Normal	Belly Drum
○	Normal	Copycat

RANK	TYPE	MOVE NAME
○	Normal	Sweet Scent
○	Normal	Play Nice
○	Normal	Round
○	Normal	Endeavor
○	Fairy	Draining Kiss
○	Grass	Cotton Guard
○	Fairy	Play Rough
○	Normal	Safeguard
○	Fight	Drain Punch

#686 Inkay



TYPE: Dark / Psychic

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 3kg / 7 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Contrary & Suction Cups

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.

#686 #687

Revolving Pokémon
It lives at the darkest parts of the sea. The spots on its body flash to confuse predators and give it the opportunity to scuttle away. From time to time it likes to float upside down, it means it's close to evolving.

RANK	TYPE	MOVE NAME
○	Normal	Tackle
○	Normal	Constrict
○	Dark	Foul Play
○	Psychic	Psywave
○	Psychic	Hypnosis
○	Dark	Switcheroo
○	Flying	Pluck
○	Psychic	Psycho Cut
○	Dark	Night Slash
○	Psychic	Power Split
○	Normal	Simple Beam

RANK	TYPE	MOVE NAME
○	Flying	Peck
○	Psychic	Reflect
○	Normal	Swagger
○	Dark	Topsy-Turvy
○	Psychic	Psybeam
○	Dark	Payback
○	Psychic	Light Screen
○	Normal	Slash
○	Fight	Superpower
○	Dark	Knock Off

#687 Malamar

TYPE: Dark / Psychic



STRENGTH	●●○○○
DEXTERITY	●●○○○
VITALITY	●●○○○
SPECIAL	●●○○
INSIGHT	●●○○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 47kg / 103 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Contrary & Suction Cups

EVOLUTIVE STAGE: Final.


#686

#687

Overturning Pokémon
It lures prey close with hypnotic motions, then wraps its tentacles around it before finishing it off to eat it. This Pokémon are difficult to handle as they use their psychic abilities to do evil.

RANK	TYPE	MOVE NAME
	Normal	Constrict
	Flying	Peck
	Psychic	Reflect
	Normal	Swagger
	Dark	Topsy-Turvy
	Psychic	Psybeam
	Dark	Payback
	Psychic	Light Screen
	Normal	Slash
	Fight	Superpower
	Dark	Knock Off

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Dark	Foul Play
	Fight	Reversal
	Psychic	Psywave
	Psychic	Hypnosis
	Dark	Switcheroo
	Flying	Pluck
	Psychic	Psycho Cut
	Dark	Night Slash
	Psychic	Power Split
	Normal	Simple Beam

#688 Binacle

TYPE: Rock / Water



STRENGTH	●●○○
DEXTERITY	●●○○
VITALITY	●●○○
SPECIAL	●○○
INSIGHT	●●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 31kg / 68 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Tough Claws & Sniper

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#688

#689

Two-Handed Pokémon
In the shallow sea, two Binacle live inside a hollow rock. If they don't get along, one of them will move to a different rock. They eat the sea weed that washes up on the shore and help eachother to survive.

RANK	TYPE	MOVE NAME
	Ground	Sand Attack
	Water	Withdraw
	Bug	Fury Cutter
	Normal	Slash
	Water	Clamp
	Rock	Ancient Power
	Normal	Shell Smash
	Water	Razor Shell
	Normal	Helping Hand
	Normal	Tickle

RANK	TYPE	MOVE NAME
	Normal	Scratch
	Water	Water Gun
	Normal	Fury Swipes
	Ground	Mud Slap
	Rock	Rock Polish
	Dark	Hone Claws
	Dark	Night Slash
	Fight	Cross Chop
	Rock	Stealth Rock

#689 Barbaracle

TYPE: Rock / Water



STRENGTH	●●●○○
DEXTERITY	●●○○
VITALITY	●●●○○
SPECIAL	●●○○
INSIGHT	●●○○○

HEIGHT: 1.3m / 4'03"
WEIGHT: 96kg / 211 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Tough Claws & Sniper

EVOLUTIVE STAGE: Final.


#688

#689

Collective Pokémon
When they evolve, the two Binacle multiply into seven. They all defend the rock they live in but each one has a mind of their own and will move independently – They tend to follow the head's orders, though.

RANK	TYPE	MOVE NAME
	Ground	Sand Attack
	Water	Withdraw
	Bug	Fury Cutter
	Normal	Slash
	Water	Clamp
	Rock	Ancient Power
	Normal	Shell Smash
	Water	Razor Shell
	Rock	Stone Edge
	Normal	Helping Hand
	Steel	Iron Defense

RANK	TYPE	MOVE NAME
	Normal	Scratch
	Water	Water Gun
	Normal	Fury Swipes
	Ground	Mud Slap
	Rock	Rock Polish
	Dark	Hone Claws
	Dark	Night Slash
	Fight	Cross Chop
	Normal	Skull Bash
	Dragon	Dual Chop

#690 Skrelp

TYPE: Poison / Water



STRENGTH	●●○○
DEXTERITY	●○○
VITALITY	●●○○
SPECIAL	●●○○
INSIGHT	●●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 7kg / 16 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Poison Point & Poison Touch

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.


#690

#691

Mock Kelp Pokémon
Camouflaged as rotten kelp they spray liquid poison on a prey that approaches unaware. It needs to store a lot of energy to be able to evolve so it takes them a long time. Touching one will give you a fever.

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Water	Water Gun
	Normal	Tail Whip
	Poison	Acid
	Poison	Poison Tail
	Normal	Double Team
	Water	Aqua Tail
	Water	Hydro Pump
	Poison	Acid Armor
	Poison	Venom Drench

RANK	TYPE	MOVE NAME
	Normal	Smokescreen
	Dark	Feint Attack
	Water	Bubble
	Normal	Camouflage
	Water	Water Pulse
	Poison	Toxic
	Poison	Sludge Bomb
	Dragon	Dragon Pulse
	Poison	Toxic Spikes

#691 Dragalge

TYPE: Poison / Dragon



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○○

HEIGHT: 1.8m / 6'00"
WEIGHT: 81kg / 180 lbs

BASE HP: 4
SUGGESTED RANK: Pro

ABILITIES:
Poison Point & Poison Touch

EVOLUTIVE STAGE: Final.


#690

#691

Mock Kelp Pokémon
Their poison is strong enough to eat through the hull of a tanker, and they spit it indiscriminately at anything that enters their territory. Touching them can be fatal if you are not treated within a few hours.

RANK	TYPE	MOVE NAME
○	Normal	Tackle
○	Water	Water Gun
●	Normal	Tail Whip
●	Dragon	Twister
●	Poison	Acid
●	Poison	Poison Tail
○	Normal	Double Team
◐	Water	Aqua Tail
◐	Water	Hydro Pump
◐	Poison	Acid Armor
◐	Dragon	Outrage

RANK	TYPE	MOVE NAME
○	Normal	Smokescreen
●	Dark	Feint Attack
●	Water	Bubble
●	Dragon	Dragon Tail
●	Normal	Camouflage
●	Water	Water Pulse
◐	Poison	Toxic
◐	Poison	Slugde Bomb
◐	Dragon	Dragon Pulse
◐	Poison	Gunk Shot

#692 Clauncher

TYPE: Water



STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 8kg / 18 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES:
Mega Launcher

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#692

#693

Water Gun Pokémon
They live in beaches and shallow waters. They can knock down a flying prey by shooting water from their massive claws. Their shell is very though but their meat is delicious.

RANK	TYPE	MOVE NAME
○	Normal	Splash
●	Water	Water Sport
●	Water	Bubble
●	Water	Bubble Beam
●	Water	Crabhammer
◐	Water	Water Pulse
◐	Water	Muddy Water
◐	Normal	Helping Hand

RANK	TYPE	MOVE NAME
○	Water	Water Gun
●	Normal	Vice Grip
●	Normal	Flail
●	Normal	Swords Dance
●	Rock	Smack Down
◐	Water	Aqua Jet
◐	Ice	Icy Wind
◐	Normal	Endure

#693 Clawitzer

TYPE: Water



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 1.3m / 4'03"
WEIGHT: 35kg / 77 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES:
Mega Launcher

EVOLUTIVE STAGE: Final.


#692

#693

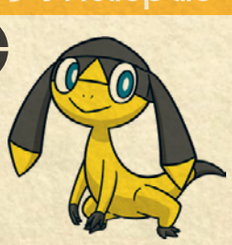
Howitzer Pokémon
They can be seen swimming backwards using their launcher as a propulsor, but they usually stay at the bottom of the sea. Their meat is tough and bitter so people don't use them as food anymore.

RANK	TYPE	MOVE NAME
○	Normal	Splash
●	Water	Water Sport
●	Water	Bubble
●	Water	Bubble Beam
●	Water	Crabhammer
●	Rock	Smack Down
◐	Psychic	Heal Pulse
◐	Water	Muddy Water
◐	Dragon	Dragon Pulse
◐	Normal	Helping Hand

RANK	TYPE	MOVE NAME
○	Water	Water Gun
●	Normal	Vice Grip
●	Fight	Aura Sphere
●	Normal	Flail
●	Normal	Swords Dance
●	Water	Water Pulse
◐	Water	Aqua Jet
◐	Dark	Dark Pulse
◐	Ice	Icy Wind
◐	Normal	Endure

#694 Helioptile

TYPE: Electric / Normal



STRENGTH ●●○
DEXTERITY ●●○○○
VITALITY ●●○
SPECIAL ●●○○
INSIGHT ●●○

HEIGHT: 0.5m / 1'08"
WEIGHT: 6kg / 13 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES:
Dry Skin & Sand Veil

EVOLUTIVE STAGE: First.
EVOLVES WITH: Sun Stone


#694

#695

Generator Pokémon
They make their home in deserts. Using the sun, they can generate their energy by basking their frills since food is scarce where they live. They run pretty fast as to not burn themselves with the hot sand.

RANK	TYPE	MOVE NAME
○	Normal	Pound
●	Electric	Thunder Shock
●	Ground	Mud Slap
●	Normal	Razor Wind
●	Electric	Thunder Wave
◐	Electric	Volt Switch
◐	Electric	Thunderbolt
◐	Electric	Electro Web

RANK	TYPE	MOVE NAME
○	Normal	Tail Whip
●	Electric	Charge
●	Normal	Quick Attack
●	Electric	Parabolic Charge
●	Ground	Bulldoze
◐	Electric	Electrify
◐	Psychic	Agility
◐	Electric	Magnet Rise

#695 Heliolisk

TYPE: Electric / Normal



STRENGTH	●●○
DEXTERITY	●●●○○
VITALITY	●●○
SPECIAL	●●●○○
INSIGHT	●●○○○

HEIGHT: 1m / 3'03"
WEIGHT: 21kg / 46 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Dry Skin & Sand Veil

EVOLUTIVE STAGE: Final.


#694

#695

Generator Pokémon
They flare their frills and generate energy. A single Heliolisk is able to generate enough power to light a skyscraper. Due to this, electricity companies are investing on breeding and research for this species.

RANK	TYPE	MOVE NAME
●	Electric	Charge
●	Normal	Quick Attack
●	Electric	Parabolic Charge
●	Electric	Thunder
●	Normal	Hyper Voice

RANK	TYPE	MOVE NAME
●	Electric	Eerie Impulse
●	Normal	Razor Wind
●	Electric	Electrify
●	Psychic	Agility
●	Fire	Fire Punch

#696 Tyrunt

TYPE: Rock / Dragon



STRENGTH	●●○○○
DEXTERITY	●●○○
VITALITY	●●○○○
SPECIAL	●●○○
INSIGHT	●●○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 26kg / 57 lbs

BASE HP: 3
SUGGESTED RANK: Amateur

ABILITIES: Strong Jaw

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.


#696

#697

Royal Heir Pokémon
This Pokémon was restored from a fossil. If something happens that it doesn't like, it throws a tantrum and runs wild. Many of the researchers that brought it back were attacked by its powerful jaws.

RANK	TYPE	MOVE NAME
●	Normal	Tackle
●	Normal	Roar
●	Normal	Bide
●	Dark	Bite
●	Rock	Ancient Power
●	Dark	Crunch
●	Normal	Thrash
●	Normal	Horn Drill
●	Electric	Thunder Fang

RANK	TYPE	MOVE NAME
●	Normal	Tail Whip
●	Normal	Stomp
●	Rock	Stealth Rock
●	Fairy	Charm
●	Dragon	Dragon Tail
●	Dragon	Dragon Claw
●	Ground	Earthquake
●	Fire	Fire Fang
●	Ice	Ice Fang

#697 Tyrantrum

TYPE: Rock / Dragon



STRENGTH	●●●○○○
DEXTERITY	●●○○○
VITALITY	●●●○○○
SPECIAL	●●○○
INSIGHT	●●○○

HEIGHT: 2.5m / 8'02"
WEIGHT: 405kg /891 lbs

BASE HP: 4
SUGGESTED RANK: Master

ABILITIES: Strong Jaw

EVOLUTIVE STAGE: Final.


#696

#697

Despot Pokémon
Nothing could stop this Pokémon 100 million years ago, it was a prehistoric king. Thanks to its giant jaws, which could shred thick metal plates as if they were paper, this Pokémon takes orders from no one.

RANK	TYPE	MOVE NAME
●	Normal	Tackle
●	Normal	Roar
●	Normal	Bide
●	Dark	Bite
●	Rock	Ancient Power
●	Dark	Crunch
●	Normal	Thrash
●	Normal	Horn Drill
●	Rock	Rock Slide
●	Dragon	Dragon Dance
●	Dragon	Outrage

RANK	TYPE	MOVE NAME
●	Normal	Tail Whip
●	Normal	Stomp
●	Rock	Stealth Rock
●	Fairy	Charm
●	Dragon	Dragon Tail
●	Dragon	Dragon Claw
●	Ground	Earthquake
●	Rock	Head Smash
●	Normal	Giga Impact
●	Poison	Poison Fang

#698 Amaura

TYPE: Rock / Ice



STRENGTH	●●○○
DEXTERITY	●●○○
VITALITY	●●○○
SPECIAL	●●○○
INSIGHT	●●○○

HEIGHT: 1.3m / 4'03"
WEIGHT: 50kg / 110 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Refrigerate

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#698

#699

Tundra Pokémon
This ancient Pokémon was restored from part of its body that had been frozen for over 100 million years. This calm Pokémon lived in the cold lands where violent predators like Tyrantrum couldn't reach it.

RANK	TYPE	MOVE NAME
●	Normal	Growl
●	Electric	Thunder Wave
●	Ice	Icy Wind
●	Ice	Mist
●	Rock	Ancient Power
●	Ice	Avalanche
●	Normal	Nature Power
●	Psychic	Light Screen
●	Normal	Hyper Beam
●	Ground	Earth Power
●	Water	Water Pulse

RANK	TYPE	MOVE NAME
●	Ice	Powder Snow
●	Rock	Rock Throw
●	Normal	Take Down
●	Ice	Aurora Beam
●	Normal	Round
●	Ice	Hail
●	Normal	Encore
●	Ice	Ice Beam
●	Ice	Blizzard
●	Rock	Stealth Rock

#699 Aurorus

TYPE: Rock / Ice



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 2.7m / 9'00"
WEIGHT: 900kg /1980 lbs

BASE HP: 6
SUGGESTED RANK: Ace

ABILITIES: Refrigerate

EVOLUTIVE STAGE: Final.


#698 #699

Tundra Pokémon
It produced a freezing cold mist from the crystals on its sides and relied on size to deter predators. It also created tall walls of ice to block them. The one restored from the fossil is calm and has adapted well.

RANK	TYPE	MOVE NAME
	Normal	Growl
	Electric	Thunder Wave
	Ice	Icy Wind
	Ice	Mist
	Rock	Ancient Power
	Ice	Avalanche
	Normal	Nature Power
	Psychic	Light Screen
	Normal	Hyper Beam
	Ice	Freeze-Dry
	Electric	Discharge

RANK	TYPE	MOVE NAME
	Ice	Powder Snow
	Rock	Rock Throw
	Normal	Take Down
	Ice	Aurora Beam
	Normal	Round
	Ice	Hail
	Normal	Encore
	Ice	Ice Beam
	Ice	Blizzard
	Steel	Iron Defense
	Dragon	Outrage

#700 Sylveon

TYPE: Fairy



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○○

HEIGHT: 1m / 3'03"
WEIGHT: 23kg / 51 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Cute Charm

EVOLUTIVE STAGE: Final.
EVOLVED BY: Reaching Loyalty 5.


#133 #700

Intertwining Pokémon
This rare and adorable Pokémon emanates a soothing aura to calm disturbances. It is said that only the Trainers who form an unbreakable bond with their Eevee can ever see this Pokémon.

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Ground	Sand Attack
	Fairy	Fairy Wind
	Normal	Quick Attack
	Fairy	Draining Kiss
	Fairy	Misty Terrain
	Fairy	Moonblast
	Normal	Psych Up
	Normal	Wish

RANK	TYPE	MOVE NAME
	Normal	Tail Whip
	Normal	Helping Hand
	Fairy	Disarming Voice
	Normal	Swift
	Psychic	Skill Swap
	Psychic	Light Screen
	Normal	Last Resort
	Normal	Captivate
	Normal	Hyper Voice

#701 Hawlucha

TYPE: Fight / Flying



STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 21kg / 47 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Limber & Unburden

EVOLUTIVE STAGE: Final.


#701

Wrestling Pokémon
Although small in size, its proficient fighting skills enable it to keep up with big bruisers like Machamp and Hariyama. Using its wings to attack from above allows it to gain an edge in battle.

RANK	TYPE	MOVE NAME
	Fight	Detect
	Dark	Hone Claws
	Flying	Wing Attack
	Flying	Aerial Ace
	Dark	Fling
	Flying	Bounce
	Flying	Feather Dance
	Flying	Sky Attack
	Normal	Swords Dance
	Dragon	Dual Chop

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Fight	Karate Chop
	Flying	Roost
	Normal	Encore
	Fight	Flying Press
	Normal	Endeavor
	Fight	High Jump Kick
	Flying	Sky Drop
	Electric	Thunder Punch
	Flying	Tailwind

#702 Dedenne

TYPE: Electric / Fairy



STRENGTH ●●○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 0.2m / 0'08"
WEIGHT: 2kg / 4 lbs

BASE HP: 4
SUGGESTED RANK: Starter

ABILITIES: Cheek Pouch & Pick Up

EVOLUTIVE STAGE: Final.


#702

Antenna Pokémon
The tail is used to absorb electricity from power outlets.
They communicate with each other by feeling the static on their whiskers. Its cute and cuddly appearance make it a favourite pet.

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Electric	Thunder Shock
	Fairy	Charm
	Electric	Nuzzle
	Electric	Volt Switch
	Normal	Snore
	Normal	Entrainment
	Electric	Thunder
	Normal	Super Fang
	Electric	Eerie Impulse

RANK	TYPE	MOVE NAME
	Normal	Tail Whip
	Electric	Charge
	Electric	Parabolic Charge
	Electric	Thunder Wave
	Psychic	Rest
	Electric	Charge Beam
	Fairy	Play Rough
	Electric	Discharge
	Steel	Iron Tail

#703 Carbink

TYPE: Rock / Fairy



HEIGHT: 0.3m / 1'00"
WEIGHT: 5kg / 12 lbs

Jewel Pokémon
It's occasionally found at drilling zones and excavations in caves. Born from temperature and pressure deep underground, it shoots beams from the stone in its head. They can live for hundreds of years.

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○○○
SPECIAL ●●○○○
INSIGHT ●●●○○○○

BASE HP: 4
SUGGESTED RANK: Starter

ABILITIES: Clear Body

EVOLUTIVE STAGE: Final.


#703

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
⊖	Normal	Tackle	⊖	Normal	Harden
●	Rock	Rock Throw	●	Normal	Sharpen
◑	Rock	Smack Down	◑	Psychic	Reflect
◑	Rock	Stealth Rock	◑	Psychic	Guard Split
◑	Rock	Ancient Power	◑	Normal	Flail
◑	Psychic	Skill Swap	◑	Rock	Power Gem
◕	Rock	Stone Edge	◕	Fairy	Moonblast
◕	Psychic	Light Screen	◕	Normal	Safeguard
●	Psychic	Gravity	●	Steel	Iron Defense
●	Psychic	Magic Coat			

#704 Goomy

TYPE: Dragon



HEIGHT: 0.3m / 1'00"
WEIGHT: 3kg / 6 lbs

Soft Tissue Pokémon
The weakest but best tempered Dragon Pokémon known. It lives in damp and shady places, so its body doesn't dry out. It's covered in a slimy membrane that makes things slide off of it.

STRENGTH ●●○○○
DEXTERITY ●○○○○
VITALITY ●○○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Sap Sipper & Hydration

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#704 #705 #706

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
⊖	Normal	Tackle	⊖	Water	Bubble
●	Grass	Absorb	●	Normal	Protect
◑	Normal	Bide	◑	Dragon	Dragon Breath
◑	Water	Rain Dance	◕	Normal	Flail
◕	Normal	Body Slam	◕	Water	Muddy Water
◕	Dragon	Dragon Pulse	●	Water	Water Pulse
●	Poison	Acid Armor	●	Fight	Counter

#705 Sliggoo

TYPE: Dragon



HEIGHT: 0.8m / 2'07"
WEIGHT: 17kg / 38 lbs

Soft Tissue Pokémon
It drives away foes by releasing a sticky and corrosive liquid. Its eyes devolved and it became blind, now it uses its four horns to sense sounds and smells, rather than using its ears or nose.

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○○

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Sap Sipper & Hydration

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.


#704 #705 #706

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
⊖	Normal	Tackle	⊖	Water	Bubble
●	Grass	Absorb	●	Normal	Protect
◑	Normal	Bide	◑	Dragon	Dragon Breath
◑	Water	Rain Dance	◕	Normal	Flail
◕	Normal	Body Slam	◕	Water	Muddy Water
◕	Dragon	Dragon Pulse	●	Water	Water Pulse
●	Poison	Acid Armor	●	Fight	Counter

#706 Goodra

TYPE: Dragon



HEIGHT: 2m / 6'07"
WEIGHT: 150kg /331 lbs

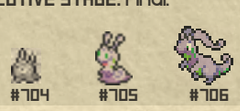
Dragon Pokémon
Definitely the friendliest of all Dragons. This Pokémon will hug its beloved Trainer, leaving them covered in sticky slime. In areas with heavy rainfall during the year, one or two may make an appearance.

STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Sap Sipper & Hydration

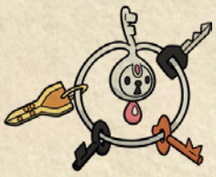
EVOLUTIVE STAGE: Final.


#704 #705 #706

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
⊖	Water	Bubble	⊖	Normal	Tackle
●	Normal	Protect	●	Grass	Absorb
◑	Normal	Feint	◑	Normal	Bide
◑	Dragon	Dragon Breath	◑	Water	Rain Dance
◑	Normal	Flail	◑	Normal	Body Slam
◑	Water	Muddy Water	◑	Dragon	Dragon Pulse
◑	Water	Aqua Tail	◕	Grass	Power Whip
◕	Dragon	Outrage	●	Electric	Shock Wave
●	Fight	Superpower	●	Dragon	Draco Meteor

#707 Klefki

TYPE: Steel / Fairy



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.2m / 0'08"
WEIGHT: 3kg / 6 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Prankster

EVOLUTIVE STAGE: Final.


#707

Key Ring Pokémon
It adapted well to live with humans. Klefki jingle the objects they collect when they are distressed. People trust them with their keys to vaults and safes because they are very careful with their collection.

RANK	TYPE	MOVE NAME
○	Fairy	Fairy Lock
●	Fairy	Fairy Wind
●	Steel	Metal Sound
●	Fairy	Draining Kiss
●	Dark	Foul Play
●	Steel	Mirror Shot
○	Normal	Recycle
○	Psychic	Magic Room
●	Steel	Iron Defense
●	Electric	Magnet Rise

RANK	TYPE	MOVE NAME
○	Normal	Tackle
●	Ghost	Astonish
●	Ground	Spikes
●	Fairy	Crafty Shield
●	Dark	Torment
●	Psychic	Imprison
○	Fairy	Play Rough
○	Psychic	Heal Block
●	Dark	Switcheroo

#708 Phantump

TYPE: Ghost / Grass



STRENGTH ●●○○○
DEXTERITY ●●○
VITALITY ●●○
SPECIAL ●●○
INSIGHT ●●○

HEIGHT: 0.4m / 1'04"
WEIGHT: 7kg / 15 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Natural Cure & Frisk

EVOLUTIVE STAGE: First.
EVOLVES WITH: Trade.


#708

#709

Stump Pokémon
According to the old tales, these Pokémon are stumps possessed by the spirits of children who were lost in the forest. They prefer to live in abandoned woods and lure people to the darkness to play with them.

RANK	TYPE	MOVE NAME
○	Normal	Tackle
●	Ghost	Astonish
●	Grass	Ingrain
●	Grass	Leech Seed
●	Fire	Will-O-Wisp
○	Ghost	Destiny Bond
○	Grass	Wood Hammer
●	Grass	Seed Bomb
●	Grass	Worry Seed

RANK	TYPE	MOVE NAME
○	Ghost	Confuse Ray
●	Normal	Growth
●	Dark	Feint Attack
●	Ghost	Curse
●	Grass	Forest's Curse
○	Ghost	Phantom Force
○	Grass	Horn Leech
●	Poison	Venom Drench

#709 Trevenant

TYPE: Ghost / Grass



STRENGTH ●●●○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 71kg / 156 lbs

BASE HP: 4
SUGGESTED RANK: Pro

ABILITIES: Natural Cure & Frisk

EVOLUTIVE STAGE: Final.


#708

#709

Elder Tree Pokémon
Using its roots as a nervous system it controls the trees in the forest. It's kind to the Pokémon that reside inside its body but it is ruthless to anyone that harms its forest, turning them into haunted trees forever.

RANK	TYPE	MOVE NAME
○	Ghost	Confuse Ray
●	Normal	Growth
●	Grass	Horn Leech
●	Dark	Feint Attack
●	Ghost	Curse
●	Grass	Forest's Curse
○	Ghost	Phantom Force
○	Ghost	Shadow Claw
●	Fight	Drain Punch

RANK	TYPE	MOVE NAME
○	Normal	Tackle
●	Ghost	Astonish
●	Grass	Ingrain
●	Grass	Leech Seed
●	Fire	Will-O-Wisp
○	Ghost	Destiny Bond
○	Grass	Wood Hammer
●	Ghost	Grudge
●	Psychic	Imprison

#710 Pumpkaboo

TYPE: Ghost / Grass



STRENGTH ●●○○
DEXTERITY ●●○
VITALITY ●●○○
SPECIAL ●●○
INSIGHT ●●○

HEIGHT: 0.8m / 2'07"
WEIGHT: 15kg / 33 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Pick Up & Frisk

EVOLUTIVE STAGE: First.
EVOLVES WITH: Trade.


#710

#711

Pumpkin Pokémon
You can see them dwelling on farms during the autumn season. The pumpkin body is inhabited by a spirit trapped in this world. As the sun sets, it becomes restless and active. Don't ever follow their light at night.

RANK	TYPE	MOVE NAME
○	Psychic	Trick
○	Ghost	Confuse Ray
●	Ghost	Trick-or-Treat
●	Grass	Razor Leaf
●	Grass	Bullet Seed
○	Ghost	Shadow Ball
○	Grass	Seed Bomb
●	Grass	Synthesis

RANK	TYPE	MOVE NAME
○	Ghost	Astonish
●	Normal	Scary Face
●	Grass	Worry Seed
●	Grass	Leech Seed
●	Ghost	Shadow Sneak
○	Normal	Pain Split
●	Dark	Dark Pulse
●	Dark	Foul Play

#711 Gourgeist

TYPE: Ghost / Grass



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.7m / 5'07"
WEIGHT: 39kg / 86 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Pick Up & Frisk

EVOLUTIVE STAGE: Final.



Pumpkin Pokémon
They wander in the town streets every new moon. It wraps its prey on its arms and sings joyfully as it observes the suffering of the victim. Hearing it sing will give you horrible nightmares.

RANK	TYPE	MOVE NAME
○	Psychic	Trick
○	Ghost	Confuse Ray
●	Ghost	Trick-or-Treat
●	Grass	Razor Leaf
●	Grass	Bullet Seed
●	Ghost	Phantom Force
●	Ghost	Shadow Ball
●	Grass	Seed Bomb
●	Grass	Synthesis

RANK	TYPE	MOVE NAME
○	Ghost	Astonish
●	Normal	Scary Face
●	Grass	Worry Seed
●	Grass	Leech Seed
●	Ghost	Shadow Sneak
●	Normal	Explosion
●	Normal	Pain Split
●	Dark	Dark Pulse
●	Dark	Foul Play

#712 Bergmite

TYPE: Ice



STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 1m / 3'03"
WEIGHT: 100kg /220 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Own Tempo & Ice Body

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.



Ice Chunk Pokémon
They live in small herds close to the mountains. It blocks attacks with the ice that shields its body and uses cold air to repair any cracks with new ice. They are wary of humans as they rarely get to see one.

RANK	TYPE	MOVE NAME
○	Normal	Tackle
○	Normal	Harden
●	Ice	Icy Wind
●	Normal	Sharpen
●	Ice	Ice Fang
●	Normal	Rapid Spin
●	Ice	Blizzard
●	Normal	Double-Edge
●	Psychic	Mirror Coat

RANK	TYPE	MOVE NAME
○	Ice	Powder Snow
●	Dark	Bite
●	Normal	Take Down
●	Ghost	Curse
●	Ice	Ice Ball
●	Ice	Avalanche
○	Normal	Recover
●	Water	Water Pulse
●	Normal	Endure

#713 Avalugg

TYPE: Ice



STRENGTH ●●●○○○
DEXTERITY ●○○
VITALITY ●●●●○○○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 2m / 6'07"
WEIGHT: 505kg /1113 lbs

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Own Tempo & Ice Body

EVOLUTIVE STAGE: Final.



Iceberg Pokémon
They carry their Bergmite offspring on their backs. Its Ice body is hard as steel and its cumbersome frame crushes anything that stands in its way. They are capable of swimming but they move very slowly.

RANK	TYPE	MOVE NAME
○	Normal	Tackle
○	Normal	Harden
●	Ice	Icy Wind
●	Steel	Iron Defense
●	Normal	Body Slam
●	Ghost	Curse
●	Ice	Ice Ball
●	Ice	Avalanche
○	Normal	Recover
○	Normal	Skull Bash
●	Fight	Superpower

RANK	TYPE	MOVE NAME
○	Ice	Powder Snow
●	Dark	Bite
●	Normal	Take Down
●	Dark	Crunch
●	Normal	Sharpen
●	Ice	Ice Fang
●	Normal	Rapid Spin
○	Ice	Blizzard
○	Normal	Double-Edge
●	Normal	Block
●	Steel	Iron Head

#714 Noibat

TYPE: Flying / Dragon



STRENGTH ●○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 8kg / 17 lbs

BASE HP: 3
SUGGESTED RANK: Amateur

ABILITIES: Frisk & Infiltrator

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.



Sound Wave Pokémon
They live in dark caves and use echolocation to move around. Their enormous ears can emit ultrasonic waves that cause dizziness. Groups of them can even take on prey several times their size.

RANK	TYPE	MOVE NAME
○	Normal	Screech
○	Normal	Supersonic
●	Flying	Gust
●	Flying	Wing Attack
●	Flying	Air Cutter
●	Normal	Razor Wind
○	Normal	Whirlwind
○	Flying	Air Slash
●	Normal	Super Fang
●	Dragon	Outrage

RANK	TYPE	MOVE NAME
○	Normal	Tackle
●	Grass	Absorb
●	Dark	Bite
●	Psychic	Agility
●	Flying	Roost
●	Flying	Tailwind
○	Normal	Super Fang
○	Flying	Hurricane
●	Dark	Dark Pulse

#715 Noivern

TYPE: Flying / Dragon



STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 85kg / 187 lbs

BASE HP: 4
SUGGESTED RANK: Pro

ABILITIES: Frisk & Infiltrator

EVOLUTIVE STAGE: Final.


#714 #715

Sound Wave Pokémon
They fly during the new moon and attack careless prey. Nothing can beat them in a battle in the dark. To keep them calm you should feed them fruit or else they'll release shocking ultrasonic waves.

RANK	TYPE	MOVE NAME
1	Normal	Screech
1	Normal	Supersonic
1	Flying	Gust
1	Fairy	Moonlight
1	Flying	Wing Attack
1	Flying	Air Cutter
1	Normal	Razor Wind
1	Normal	Whirlwind
1	Flying	Air Slash
1	Normal	Boomburst
1	Flying	Sky Attack

RANK	TYPE	MOVE NAME
1	Normal	Tackle
1	Grass	Absorb
1	Dragon	Dragon Pulse
1	Dark	Bite
1	Psychic	Agility
1	Flying	Roost
1	Flying	Tailwind
1	Normal	Super Fang
1	Flying	Hurricane
1	Dragon	Draco Meteor
1	Fire	Heat Wave

#716 Xerneas

TYPE: Fairy



STRENGTH ●●●●●●●
DEXTERITY ●●●●●●
VITALITY ●●●●●●
SPECIAL ●●●●●●●
INSIGHT ●●●●●●

HEIGHT: 3m / 9'10"
WEIGHT: 215kg / 474 lbs

BASE HP: 6
SUGGESTED RANK: Master

ABILITIES: Fairy Aura

EVOLUTIVE STAGE: Unknown.


#716

Pokédex has no data.

A Kalos legend tells about the eternal struggle between life and death. In the story an ancient King tried to obtain eternal life and the power to make its loved ones live again.

RANK	TYPE	MOVE NAME
1	Psychic	Heal Pulse
1	Grass	Ingrain
1	Psychic	Light Screen
1	Psychic	Gravity
1	Fairy	Moonblast
1	Dark	Night Slash
1	Normal	Psych Up
1	Normal	Nature Power
1	Normal	Giga Impact
1	Psychic	Psyshock
1	Psychic	Reflect

RANK	TYPE	MOVE NAME
1	Grass	Aromatherapy
1	Normal	Take Down
1	Ice	Aurora Beam
1	Fairy	Geomancy
1	Bug	Megahorn
1	Grass	Horn Leech
1	Fairy	Misty Terrain
1	Fight	Close Combat
1	Dragon	Outrage
1	Electric	Thunder
1	Normal	Endeavor

#717 Yveltal

TYPE: Dark / Flying



STRENGTH ●●●●●●●
DEXTERITY ●●●●●●
VITALITY ●●●●●●
SPECIAL ●●●●●●●
INSIGHT ●●●●●●

HEIGHT: 5.8m / 19'00"
WEIGHT: 203kg / 447 lbs

BASE HP: 8
SUGGESTED RANK: Master

ABILITIES: Dark Aura

EVOLUTIVE STAGE: Unknown.


#717

Pokédex has no data.

A Kalos legend tells about the eternal struggle between life and death. The main tale is about a King full of grief and hate who built a doomsday machine to kill everyone in the world.

RANK	TYPE	MOVE NAME
1	Flying	Hurricane
1	Dark	Taunt
1	Normal	Double Team
1	Dark	Snarl
1	Normal	Disable
1	Dark	Foul Play
1	Psychic	Psychic
1	Fight	Focus Blast
1	Normal	Hyper Beam
1	Flying	Tailwind
1	Water	Rain Dance

RANK	TYPE	MOVE NAME
1	Normal	Razor Wind
1	Flying	Roost
1	Flying	Air Slash
1	Flying	Oblivion Wing
1	Dark	Dark Pulse
1	Ghost	Phantom Force
1	Dragon	Dragon Rush
1	Dark	Sucker Punch
1	Flying	Sky Attack
1	Fire	Heat Wave
1	Flying	Defog

#718 Zygarde 50%

TYPE: Dragon / Ground



STRENGTH ●●●●●●
DEXTERITY ●●●●●●
VITALITY ●●●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●●

HEIGHT: 5m / 16'05"
WEIGHT: 305kg / 672 lbs

BASE HP: 5
SUGGESTED RANK: Master

ABILITIES: Aura Break & Power Construct

EVOLUTIVE STAGE: Unknown.


#718

Pokédex has no data.

Underground tunnels have been found all over the Kalos Region. There are rumors of a creature who lives in them that attacks people damaging the ecosystem.

RANK	TYPE	MOVE NAME
1	Normal	Glare
1	Dragon	Dragon Breath
1	Normal	Safeguard
1	Normal	Bind
1	Rock	Sandstorm
1	Dark	Crunch
1	Normal	Camouflage
1	Poison	Coil
1	Normal	Extreme Speed
1	Ground	Thousand Waves
1	Dragon	Core Enforcer

RANK	TYPE	MOVE NAME
1	Ground	Bulldoze
1	Dark	Bite
1	Ground	Dig
1	Ground	Land's Wrath
1	Ice	Haze
1	Ground	Earthquake
1	Dragon	Dragon Pulse
1	Dragon	Outrage
1	Dragon	Dragon Dance
1	Ground	Thousand Arrows
1	Ground	Stomping Tantrum

Zygarde Core/Cell

TYPE: Dragon / Ground

RANK	TYPE	MOVE NAME
	Normal	Endure

STRENGTH ●
DEXTERITY ●
VITALITY ●
SPECIAL ●
INSIGHT ●



HEIGHT: 0.2m / 0'08"
WEIGHT: 0.1kg / 0.2 lbs

Pokédex has no data.

Only the the cores react to stimuli, the cells remain mostly inanimate. They gather in great numbers to create and strengthen Zygarde.

BASE HP: 1
SUGGESTED RANK: Starter

ABILITIES:
Power Construct

EVOLUTIVE STAGE: Unknown.


#718

#718 Zygarde 10%

TYPE: Dragon / Ground

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Glare		Ground	Bulldoze
	Dragon	Dragon Breath		Dark	Bite
	Normal	Safeguard		Ground	Dig
	Normal	Bind		Ground	Land's Wrath
	Rock	Sandstorm		Ice	Haze
	Dark	Crunch		Ground	Earthquake
	Normal	Camouflage		Dragon	Dragon Pulse
	Poison	Coil		Dragon	Outrage
	Normal	Extreme Speed		Dragon	Dragon Dance
	Ground	Thousand Waves		Ground	Thousand Arrows

STRENGTH ●●●●●●
DEXTERITY ●●●●●●
VITALITY ●●●●●
SPECIAL ●●●●
INSIGHT ●●●●●



HEIGHT: 1.2m / 4'00"
WEIGHT: 33kg / 72 lbs

Pokédex has no data.

When 10% of the Zygarde Cells gather, they form this Pokémon, the more cells it gathers the more its strength will increase.

BASE HP: 4
SUGGESTED RANK: Pro

ABILITIES:
Aura Break & Power Construct

EVOLUTIVE STAGE: Unknown.


#718

#718 Zygarde 100%

TYPE: Dragon / Ground

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Glare		Ground	Bulldoze
	Dragon	Dragon Breath		Dark	Bite
	Normal	Safeguard		Ground	Dig
	Normal	Bind		Ground	Land's Wrath
	Rock	Sandstorm		Ice	Haze
	Dark	Crunch		Ground	Earthquake
	Normal	Camouflage		Dragon	Dragon Pulse
	Poison	Coil		Dragon	Outrage
	Normal	Extreme Speed		Dragon	Dragon Dance
	Ground	Thousand Waves		Ground	Thousand Arrows
	Dragon	Core Enforcer		Ground	Stomping Tantrum
	Dragon	Draco Meteor		Normal	Hidden Power

STRENGTH ●●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●●



HEIGHT: 4.5m / 14'09"
WEIGHT: 610kg/1344 lbs

Pokédex has no data.

The complete form of Zygarde.

BASE HP: 11
SUGGESTED RANK: Master

ABILITIES:
Aura Break

EVOLUTIVE STAGE: Unknown.


#718

#719 Diancie

TYPE: Rock / Fairy

STRENGTH ●●●●●●
DEXTERITY ●●●●
VITALITY ●●●●●●●●
SPECIAL ●●●●●●
INSIGHT ●●●●●●●●



HEIGHT: 0.7m / 2'04"
WEIGHT: 8kg / 19 lbs

Pokédex registers it as #703 Carbink.

The popular saying goes like this:
"If you put a Carbon under pressure you will get a Diamond"
But it surely was not refering to a Pokémon... or was it?

BASE HP: 4
SUGGESTED RANK: Pro

ABILITIES:
Clear Body

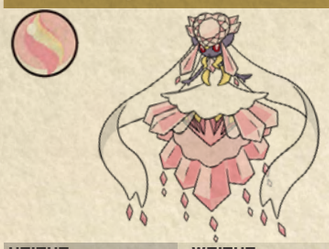
EVOLUTIVE STAGE: Unknown.


#719

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Tackle		Normal	Harden
	Rock	Rock Throw		Normal	Sharpen
	Rock	Smack Down		Psychic	Reflect
	Rock	Stealth Rock		Psychic	Guard Split
	Rock	Ancient Power		Normal	Flail
	Psychic	Skill Swap		Rock	Power Gem
	Psychic	Trick Room		Rock	Stone Edge
	Fairy	Moonblast		Rock	Diamond Storm
	Psychic	Light Screen		Normal	Safeguard
	Electric	Magnet Rise		Steel	Iron Defense
	Fairy	Dazzling Gleam			

Mega-Diancie

TYPE: Rock / Fairy



HEIGHT: 1.1m / 3'07"
WEIGHT: 27kg / 72 lbs

Pokédex registers it as #703 Carbink.

The popular saying goes like this:
"If you put a Carbon under pressure you will get a Diamond"
But it surely was not refering to a Pokémon... or was it?

STRENGTH ●●●●●●●●
DEXTERITY ●●●●●●
VITALITY ●●●●●●
SPECIAL ●●●●●●●●
INSIGHT ●●●●●●

BASE HP: 5
SUGGESTED RANK: Pro

ABILITIES: Magic Bounce

EVOLUTIVE STAGE: Mega Evolution.


#719

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Rock	Rock Throw
	Rock	Smack Down
	Rock	Stealth Rock
	Rock	Ancient Power
	Psychic	Skill Swap
	Psychic	Trick Room
	Fairy	Moonblast
	Psychic	Light Screen
	Electric	Magnet Rise
	Fairy	Dazzling Gleam

RANK	TYPE	MOVE NAME
	Normal	Harden
	Normal	Sharpen
	Psychic	Reflect
	Psychic	Guard Split
	Normal	Flail
	Rock	Power Gem
	Rock	Stone Edge
	Rock	Diamond Storm
	Normal	Safeguard
	Steel	Iron Defense

#720 Hoopa

TYPE: Psychic / Ghost



HEIGHT: 0.8m / 1'08"
WEIGHT: 9kg / 20 lbs

Pokédex has no data.
There is a story of an old demon whose power had to be contained by a spell. The spell was a partial success as the demon could still roam free, but its power and evil was greatly diminished.

STRENGTH ●●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●
SPECIAL ●●●●●●●●
INSIGHT ●●●●●●●

BASE HP: 4
SUGGESTED RANK: Pro

ABILITIES: Magician

EVOLUTIVE STAGE: Unknown.


#720

RANK	TYPE	MOVE NAME
	Psychic	Trick
	Psychic	Ally Switch
	Ghost	Astonish
	Psychic	Light Screen
	Psychic	Skill Swap
	Psychic	Guard Split
	Psychic	Zen Headbutt
	Psychic	Trick Room
	Dark	Nasty Plot
	Psychic	Hyperspace Hole
	Psychic	Magic Room

RANK	TYPE	MOVE NAME
	Ghost	Destiny Bond
	Psychic	Confusion
	Psychic	Magic Coat
	Psychic	Psybeam
	Psychic	Power Split
	Ghost	Phantom Force
	Psychic	Wonder Room
	Ghost	Shadow Ball
	Psychic	Psychic
	Psychic	Telekinesis
	Normal	Confide

Hoopa Unbound

TYPE: Psychic / Dark



HEIGHT: 6.5m / 21'04"
WEIGHT: 490kg/1080lbs

Pokédex has no data.

There is a story of an old demon whose power unleashed horrors from other dimensions into earth, ripping the fabrics of existance, it opened portals to bring evil upon.

STRENGTH ●●●●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●
SPECIAL ●●●●●●●●●
INSIGHT ●●●●●●●

BASE HP: 7
SUGGESTED RANK: Master

ABILITIES: Magician

EVOLUTIVE STAGE: Unknown.


#720

RANK	TYPE	MOVE NAME
	Psychic	Trick
	Psychic	Ally Switch
	Ghost	Astonish
	Psychic	Light Screen
	Psychic	Skill Swap
	Psychic	Guard Split
	Psychic	Zen Headbutt
	Psychic	Trick Room
	Dark	Nasty Plot
	Psychic	Hyperspace Fury
	Psychic	Magic Room
	Dark	Snatch

RANK	TYPE	MOVE NAME
	Ghost	Destiny Bond
	Psychic	Confusion
	Psychic	Magic Coat
	Psychic	Psybeam
	Psychic	Power Split
	Dark	Knock Off
	Psychic	Wonder Room
	Dark	Dark Pulse
	Psychic	Psychic
	Psychic	Telekinesis
	Normal	Hyper Beam
	Dark	Throat Chop

#721 Volcanion

TYPE: Fire / Water



HEIGHT: 1.7m / 5'07"
WEIGHT: 195kg / 439 lbs

Pokédex has no data.

In the early days of world exploring, there are records of an entire mountain blowing up in a cloud of steam. The explorers claimed that a creature in the fog was responsible.

STRENGTH ●●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●●●
SPECIAL ●●●●●●●
INSIGHT ●●●●●

BASE HP: 4
SUGGESTED RANK: Pro

ABILITIES: Water Absorb

EVOLUTIVE STAGE: Unknown.


#721

RANK	TYPE	MOVE NAME
	Fire	Flare Blitz
	Ice	Mist
	Fire	Flame Charge
	Normal	Stomp
	Normal	Weather Ball
	Water	Hydro Pump
	Normal	Explosion
	Grass	SolarBeam
	Fight	Superpower

RANK	TYPE	MOVE NAME
	Normal	Take Down
	Ice	Haze
	Water	Water Pulse
	Water	Scald
	Normal	Body Slam
	Fire	Overheat
	Water	Steam Eruption
	Ground	Earth Power

#722 Rowlet

TYPE: Grass / Flying



STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 1kg / 3 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Overgrow

Grass Quill Pokémon
This is a shy Pokémon, it sleeps during the day, absorbing sunlight through its feathers, then at night becomes more active. It likes to keep sight of its trainer at all times, rotating its head 180° to do so.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.

#722 #723 #724

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Tackle		Grass	Leafage
	Normal	Growl		Flying	Peck
	Ghost	Astonish		Grass	Razor Leaf
	Normal	Foresight		Flying	Pluck
	Grass	Synthesis		Normal	Fury Attack
	Dark	Sucker Punch		Grass	Leaf Blade
	Flying	Feather Dance		Flying	Brave Bird
	Dark	Nasty Plot		Ghost	Curse
	Ice	Haze		Grass	Grass Pledge

#723 Dartrix

TYPE: Grass / Flying



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 16kg / 35 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Overgrow

Blade Quill Pokémon
Dartix are vain creatures, they dislike it when their feathers are ruffled, even stopping midfight to groom them. Despite its elegant demeanor it hides an awkward personality, prone to panic and clumsiness.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.

#722 #723 #724

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Tackle		Grass	Leafage
	Normal	Growl		Flying	Peck
	Ghost	Astonish		Grass	Razor Leaf
	Normal	Foresight		Flying	Pluck
	Grass	Synthesis		Normal	Fury Attack
	Dark	Sucker Punch		Grass	Leaf Blade
	Flying	Feather Dance		Flying	Brave Bird
	Dark	Nasty Plot		Ghost	Curse
	Ice	Haze		Grass	Grass Pledge

#724 Decidueye

TYPE: Grass / Ghost



STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 1.6m / 5'03"
WEIGHT: 36kg / 80 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Overgrow

Arrow Quill Pokémob
This Pokémon can shoot its own feathers as arrows in just a split of second. They are usually calm and collected but they are easily startled if taken by surprise. It is very rare as most of them are extinct.

EVOLUTIVE STAGE: Final.

#722 #723 #724

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Tackle		Grass	Leafage
	Normal	Growl		Flying	Peck
	Ghost	Astonish		Bug	U-Turn
	Ghost	Spirit Shackle		Grass	Razor Leaf
	Normal	Foresight		Flying	Pluck
	Grass	Synthesis		Normal	Fury Attack
	Dark	Sucker Punch		Grass	Leaf Blade
	Flying	Feather Dance		Flying	Brave Bird
	Dark	Nasty Plot		Ghost	Ominous Wind
	Normal	Baton Pass		Grass	Frenzy Plant

#725 Litten

TYPE: Fire



STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 4kg / 9 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Blaze

Fire Cat Pokémon
It has an aloof personality and likes to be alone. Its fur produces flamable oils and its rough tongue lits them every time it grooms itself.
Not recommended as a pet for they can cause house fires easily.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.

#725 #726 #727

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Scratch		Fire	Ember
	Normal	Growl		Ghost	Lick
	Normal	Leer		Fire	Fire Fang
	Normal	Roar		Dark	Bite
	Normal	Swagger		Normal	Fury Attack
	Normal	Thrash		Fire	Flamethrower
	Normal	Scary Face		Fire	Flare Blitz
	Dragon	Outrage		Normal	Fake Out
	Dark	Nasty Plot		Fire	Fire Pledge

RANK	TYPE	MOVE NAME
	Normal	Scratch
	Normal	Growl
	Normal	Leer
	Normal	Roar
	Normal	Swagger
	Normal	Thrash
	Normal	Scary Face
	Dragon	Outrage
	Dark	Nasty Plot

RANK	TYPE	MOVE NAME
	Fire	Ember
	Ghost	Lick
	Fire	Fire Fang
	Dark	Bite
	Normal	Fury Attack
	Fire	Flamethrower
	Fire	Flare Blitz
	Normal	Fake Out
	Fire	Fire Pledge

#726 Torracat



TYPE: Fire

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 22kg / 55 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Blaze

Fire Cat Pokémon
The bell on its neck glows and chimes when it shots fire through it. Although it acts spoiled with its Trainer, it is a capable and relentless brawler, it will keep battling until its foes lose their fighting spirits.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.



#727 Incineroar



TYPE: Fire / Dark

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1.8m / 6'00"
WEIGHT: 83kg / 183 lbs

BASE HP: 6
SUGGESTED RANK: Ace

ABILITIES: Blaze

Heel Pokémon
It has a bad reputation, some of them have attacked the opposing Trainer during battles. They are also prone to disobey their own Trainer, going for a more brutal fighting style to shred their foes to pieces.

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME
	Fire	Ember
	Ghost	Lick
	Normal	Leer
	Dark	Darkest Lariat
	Fire	Fire Fang
	Dark	Bite
	Normal	Fury Swipes
	Normal	Thrash
	Fire	Flare Blitz
	Fight	Cross Chop
	Dark	Crunch

RANK	TYPE	MOVE NAME
	Normal	Scratch
	Normal	Growl
	Dark	Throat Chop
	Fight	Bulk Up
	Normal	Roar
	Normal	Swagger
	Fire	Flamethrower
	Normal	Scary Face
	Dragon	Outrage
	Fight	Revenge
	Fire	Blast Burn

RANK	TYPE	MOVE NAME
	Normal	Pound
	Normal	Growl
	Fairy	Baby-Doll Eyes
	Normal	Encore
	Normal	Sing
	Normal	Hyper Voice
	Normal	Captivate
	Fairy	Misty Terrain
	Water	Aqua Ring

RANK	TYPE	MOVE NAME
	Water	Water Gun
	Fairy	Disarming Voice
	Water	Aqua Jet
	Water	Bubble Beam
	Normal	Double Slap
	Fairy	Moonblast
	Water	Hydro Pump
	Fairy	Charm
	Water	Water Pledge

#728 Popplio



TYPE: Water

STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 7kg / 16 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Torrent

Sea Lion Pokémon
A fun-loving Pokémon. It snorts water bubbles from its nose and balances them around, it is tenacious and diligent to train. They are agile swimmers and prefer acrobatic stunts to move on the ground.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



#729 Brionne



TYPE: Water

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 17kg / 38 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Torrent

Pop Star Pokémon
In the wild, each pack has their own songs and dances, Brionne practice them in the moonlight.
It is cheerful and not timid at all, it forms friendships easily through dance movements.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME
	Normal	Pound
	Normal	Growl
	Fairy	Baby-Doll Eyes
	Normal	Encore
	Normal	Sing
	Normal	Hyper Voice
	Normal	Captivate
	Fairy	Misty Terrain
	Water	Aqua Ring

RANK	TYPE	MOVE NAME
	Water	Water Gun
	Fairy	Disarming Voice
	Water	Aqua Jet
	Water	Bubble Beam
	Normal	Double Slap
	Fairy	Moonblast
	Water	Hydro Pump
	Fairy	Charm
	Water	Water Pledge

#730 Primarina

TYPE: Water / Fairy

RANK	TYPE	MOVE NAME
1	Water	Water Gun
5	Fairy	Disarming Voice
9	Fairy	Baby-Doll Eyes
13	Water	Aqua Jet
17	Water	Bubble Beam
21	Normal	Double Slap
25	Fairy	Moonblast
29	Water	Hydro Pump
33	Normal	Perish Song
37	Water	Hydro Cannon

RANK	TYPE	MOVE NAME
1	Normal	Pound
5	Normal	Growl
9	Normal	Hyper Voice
13	Normal	Encore
17	Normal	Sing
21	Water	Sparkling Aria
25	Normal	Captivate
29	Fairy	Misty Terrain
33	Psychic	Amnesia



HEIGHT: 1.8m / 6'00"
WEIGHT: 44kg / 97 lbs

Soloist Pokémon
All modern Primarina sing a song that has been passed down through generations. Legend says that you can hear their true song when you are in the deep of the sea. Make sure its throat doesn't get sore.

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

BASE HP: 5
SUGGESTED RANK: Ace

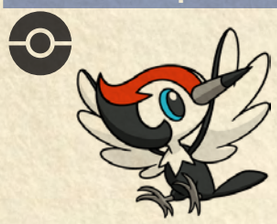
ABILITIES: Torrent

EVOLUTIVE STAGE: Final.



#731 Pikipek

TYPE: Normal / Flying



HEIGHT: 0.3m / 1'00"
WEIGHT: 1kg / 2 lbs

Woodpecker Pokémon
Their beaks are incredibly strong, it takes them a few minutes to shatter rock. They eat berries and shoot the seeds to defend themselves. Pikipek don't sing, but communicate with pecking sounds.

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Keen Eye & Skill Link

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME
1	Flying	Peck
5	Normal	Echoed Voice
9	Normal	Supersonic
13	Flying	Roost
17	Normal	Screech
21	Grass	Bullet Seed
25	Normal	Hyper Voice
29	Flying	Tailwind

RANK	TYPE	MOVE NAME
1	Normal	Growl
5	Fight	Rock Smash
9	Flying	Pluck
13	Normal	Fury Attack
17	Flying	Drill Peck
21	Flying	Feather Dance
25	Normal	Uproar
29	Flying	Mirror Move

#732 Trumbeak

TYPE: Normal / Flying



HEIGHT: 0.6m / 2'00"
WEIGHT: 14kg / 32 lbs

Bugle Beak Pokémon
This Pokémon bends its beak to produce a variety of sounds, much to the annoyance of the neighbors. It also shoots a burst of berry seeds to its foes, prey, or an unsuspecting passerby.

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●○○

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Keen Eye & Skill Link

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME
1	Normal	Growl
5	Fight	Rock Smash
9	Rock	Rock Blast
13	Flying	Pluck
17	Normal	Fury Attack
21	Flying	Drill Peck
25	Flying	Feather Dance
29	Normal	Uproar
33	Flying	Mirror Move

RANK	TYPE	MOVE NAME
1	Flying	Peck
5	Normal	Echoed Voice
9	Normal	Supersonic
13	Flying	Roost
17	Normal	Screech
21	Grass	Bullet Seed
25	Normal	Hyper Voice
29	Flying	Tailwind

#733 Toucannon

TYPE: Normal / Flying



HEIGHT: 1.1m / 3'07"
WEIGHT: 26kg / 57 lbs

Blade Quill Pokémon
It can store and expel an extremely hot gas through its beak that ignites easily. The berry seeds it shoots can pierce boulders, leaving perfectly round holes on them. Fortunately, they nest deep in the jungle.

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Keen Eye & Skill Link

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME
1	Flying	Peck
5	Normal	Echoed Voice
9	Normal	Screech
13	Normal	Supersonic
17	Flying	Roost
21	Flying	Beak Blast
25	Grass	Bullet Seed
29	Normal	Hyper Voice
33	Flying	Tailwind

RANK	TYPE	MOVE NAME
1	Normal	Growl
5	Fight	Rock Smash
9	Rock	Rock Blast
13	Flying	Pluck
17	Normal	Fury Attack
21	Flying	Drill Peck
25	Flying	Feather Dance
29	Normal	Boomburst
33	Flying	Brave Bird

#734 Yungoos

TYPE: Normal



STRENGTH	●●○○○
DEXTERITY	●●○○
VITALITY	●●○
SPECIAL	●●○
INSIGHT	●●○

HEIGHT: 0.4m / 1'04"
WEIGHT: 6kg / 13 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Stakeout & Strong Jaw

Loitering Pokémon
This Pokémon was brought to Alola in an attempt to erradicate Ratatta. It spends all day searching for prey and it's constantly hungry. when the sun sets it falls asleep right where it was standing.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.

#734 #735

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Dark	Pursuit
	Normal	Odor Sleuth
	Dark	Bite
	Normal	Super Fang
	Normal	Scary Face
	Normal	Hyper Fang
	Normal	Thrash
	Fight	Revenge
	Normal	Last Resort

RANK	TYPE	MOVE NAME
	Normal	Leer
	Ground	Sand Attack
	Normal	Bide
	Ground	Mud Slap
	Normal	Take Down
	Normal	Yawn
	Dark	Crunch
	Psychic	Rest
	Normal	Sleep Talk

#735 Gumshoos

TYPE: Normal



STRENGTH	●●●○○
DEXTERITY	●●○○
VITALITY	●●○○
SPECIAL	●●○○
INSIGHT	●●○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 14kg / 31 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Stakeout & Strong Jaw

Stakeout Pokémon
Alolan Ratatta became nocturnal to evade this Pokémon, as it is their main Predator. Gumshoos now go hungry for days before they find something suitable to eat, they compensate by sleeping a lot.

EVOLUTIVE STAGE: Final.

#734 #735

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Dark	Pursuit
	Normal	Odor Sleuth
	Dark	Bite
	Normal	Super Fang
	Normal	Scary Face
	Normal	Hyper Fang
	Normal	Thrash
	Fight	Revenge
	Normal	Last Resort

RANK	TYPE	MOVE NAME
	Normal	Leer
	Ground	Sand Attack
	Normal	Bide
	Ground	Mud Slap
	Normal	Take Down
	Normal	Yawn
	Dark	Crunch
	Psychic	Rest
	Normal	Sleep Talk

#736 Grubbin

TYPE: Bug



STRENGTH	●●○○
DEXTERITY	●●○○
VITALITY	●●○○
SPECIAL	●●○○
INSIGHT	●●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 4kg / 9 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Swarm

Larva Pokémon
They tend to gather anywhere Electric Pokémon live to protect themselves from bird Pokémon who may prey on them. When they are ready to evolve they bury themselves underground.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Fast.

#736 #737 #738

RANK	TYPE	MOVE NAME
	Normal	Vice Grip
	Ground	Mud Slap
	Bug	Bug Bite
	Flying	Acrobatics
	Ground	Dig
	Electric	Electroweb
	Normal	Endure

RANK	TYPE	MOVE NAME
	Bug	String Shot
	Dark	Bite
	Electric	Spark
	Dark	Crunch
	Bug	X-Scissor
	Normal	Harden

#737 Charjabug

TYPE: Bug / Electric



STRENGTH	●●○○○
DEXTERITY	●○○
VITALITY	●●●○○○
SPECIAL	●●○○
INSIGHT	●●○○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 10kg / 23 lbs

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Battery

Battery Pokémon
Whatever this Pokémon eats is transformed to electricity. People often use them to power up small appliances in their homes.
This Pokémon rarely moves since it is preparing to evolve.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.

#736 #737 #738

RANK	TYPE	MOVE NAME
	Bug	String Shot
	Dark	Bite
	Bug	Bug Bite
	Electric	Spark
	Dark	Crunch
	Bug	X-Scissor
	Steel	Iron Defense
	Electric	Charge Beam

RANK	TYPE	MOVE NAME
	Normal	Vice Grip
	Ground	Mud Slap
	Electric	Charge
	Flying	Acrobatics
	Ground	Dig
	Electric	Discharge
	Normal	Endure
	Electric	Electroweb

#738 Vikavolt

TYPE: Bug / Electric



RANK	TYPE	MOVE NAME
	Bug	String Shot
	Dark	Bite
	Bug	Bug Bite
	Flying	Air Slash
	Electric	Spark
	Ground	Dig
	Normal	Guillotine
	Psychic	Agility
	Normal	Endure

RANK	TYPE	MOVE NAME
	Normal	Vice Grip
	Ground	Mud Slap
	Electric	Thunderbolt
	Electric	Charge
	Flying	Acrobatics
	Bug	Bug Buzz
	Electric	Zap Cannon
	Ground	Mud Shot
	Electric	Charge Beam

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●●●●○○○○
INSIGHT ●●○○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 45kg / 99 lbs

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Levitate

Stag Beetle Pokémon
The electricity it shoots through its jaws is very dangerous, it zaps bird Pokémon trying to eat it.
Its flight is peculiar, for it bends in a 90° angle or flies backwards without a problem.

EVOLUTIVE STAGE: Final.


#736 #737 #738

#739 Crabrawler

TYPE: Fight



RANK	TYPE	MOVE NAME
	Water	Bubble
	Fight	Rock Smash
	Water	Bubble Beam
	Normal	Dizzy Punch
	Fight	Reversal
	Steel	Iron Defense
	Fight	Close Combat
	Fight	Superpower

RANK	TYPE	MOVE NAME
	Normal	Leer
	Dark	Pursuit
	Fight	Power-Up Punch
	Dark	Payback
	Water	Crabhammer
	Fight	Dynamic Punch
	Normal	Endeavor
	Rock	Wide Guard

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 7kg / 15 lbs

BASE HP: 3
SUGGESTED RANK: Amateur

ABILITIES: Hyper Cutter & Iron Fist

Boxing Pokémon
They can be found on the beach, but as they grow stronger they also venture more into the land where they fight for ripe berries. They punch with their pincers, which are delicious with butter by the way.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#739 #740

#740 Crabominable

TYPE: Fight / Ice



RANK	TYPE	MOVE NAME
	Normal	Leer
	Fight	Rock Smash
	Dark	Pursuit
	Fight	Power-Up Punch
	Ice	Avalanche
	Ice	Ice Hammer
	Fight	Dynamic Punch
	Normal	Endeavor
	Fight	Superpower

RANK	TYPE	MOVE NAME
	Water	Bubble
	Water	Bubble Beam
	Ice	Ice Punch
	Normal	Dizzy Punch
	Fight	Reversal
	Steel	Iron Defense
	Fight	Close Combat
	Rock	Wide Guard

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.7m / 5'07"
WEIGHT: 180kg / 396 lbs

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Hyper Cutter & Iron Fist

Woolly Crab Pokémon
Crawbrawlers who get lost in the snowy mountains of Alola are forced to evolve into a more suited form. Crabominables are not very smart and throw punches to friends and foes alike when they panic.

EVOLUTIVE STAGE: Final.


#739 #740

#741 Oricorio

TYPE: Fire / Flying



RANK	TYPE	MOVE NAME
	Normal	Pound
	Flying	Peck
	Flying	Air Cutter
	Flying	Feather Dance
	Normal	Teeter Dance
	Normal	Captivate
	Normal	Revelation Dance
	Psychic	Agility
	Normal	Swords Dance
	Normal	Round

RANK	TYPE	MOVE NAME
	Normal	Growl
	Normal	Helping Hand
	Normal	Baton Pass
	Normal	Double Slap
	Flying	Roost
	Flying	Air Slash
	Flying	Mirror Move
	Flying	Hurricane
	Normal	Attract

STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 3kg / 7 lbs

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Dancer

Dancing Pokémon
What was thought to be different species ended up being a single Pokémon. Oricorio Baile is an intense and passionate Pokémon, every flap of its wings produces embers, its fiery dance has inspired many.

EVOLUTIVE STAGE: Final.


#741

#741 Oricorio

TYPE: Electric / Flying



STRENGTH	●●○○○
DEXTERITY	●●●○○○
VITALITY	●●○○○
SPECIAL	●●●○○○
INSIGHT	●●○○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 3kg / 7 lbs

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Dancer

EVOLUTIVE STAGE: Final.

#741

Dancing Pokémon
What was thought to be different species ended up being a single Pokémon. Oricorio Pom-Pom is full of cheer and energy, it charges its feathers with static electricity, releasing sparks with every swing.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Pound		Normal	Growl
	Flying	Peck		Normal	Helping Hand
	Flying	Air Cutter		Normal	Baton Pass
	Flying	Feather Dance		Normal	Double Slap
	Normal	Teeter Dance		Flying	Roost
	Normal	Captivate		Flying	Air Slash
	Normal	Revelation Dance		Flying	Mirror Move
	Psychic	Agility		Flying	Hurricane
	Normal	Swords Dance		Normal	Attract
	Normal	Round			

#741 Oricorio

TYPE: Psychic / Flying



STRENGTH	●●○○○
DEXTERITY	●●●○○○
VITALITY	●●○○○
SPECIAL	●●●○○○
INSIGHT	●●○○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 3kg / 7 lbs

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Dancer

EVOLUTIVE STAGE: Final.

#741

Dancing Pokémon
What was thought to be different species ended up being a single Pokémon. Oricorio Pa'u has an aloof but ultimately relaxed nature. Its dance is focused and has an hypnotic rythm.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Pound		Normal	Growl
	Flying	Peck		Normal	Helping Hand
	Flying	Air Cutter		Normal	Baton Pass
	Flying	Feather Dance		Normal	Double Slap
	Normal	Teeter Dance		Flying	Roost
	Normal	Captivate		Flying	Air Slash
	Normal	Revelation Dance		Flying	Mirror Move
	Psychic	Agility		Flying	Hurricane
	Normal	Swords Dance		Normal	Attract
	Normal	Round			

#741 Oricorio

TYPE: Ghost / Flying



STRENGTH	●●○○○
DEXTERITY	●●●○○○
VITALITY	●●○○○
SPECIAL	●●●○○○
INSIGHT	●●○○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 3kg / 7 lbs

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Dancer

EVOLUTIVE STAGE: Final.

#741

Dancing Pokémon
What was thought to be different species ended up being a single Pokémon. Oricorio Sensu is calm and indifferent, its dance is said to attract evil spirits. People from Kanto find it very nostalgic.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Normal	Pound		Normal	Growl
	Flying	Peck		Normal	Helping Hand
	Flying	Air Cutter		Normal	Baton Pass
	Flying	Feather Dance		Normal	Double Slap
	Normal	Teeter Dance		Flying	Roost
	Normal	Captivate		Flying	Air Slash
	Normal	Revelation Dance		Flying	Mirror Move
	Psychic	Agility		Flying	Hurricane
	Normal	Swords Dance		Normal	Attract
	Normal	Round			

#742 Cutiefly

TYPE: Bug / Fairy



STRENGTH	●●○○
DEXTERITY	●●○○○
VITALITY	●○○
SPECIAL	●●○○
INSIGHT	●○○

HEIGHT: 0.1m / 0'04"
WEIGHT: 0.2kg / 0.4 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Honey Gather & Shield Dust

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.

#742 #743

Bee Fly Pokémon
These delicate Pokémon gather by the numbers in flower meadows. They are attracted to happy and joyful people, the story says that Cutiefly see their auras and they resemble flowers.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Grass	Absorb		Fairy	Fairy Wind
	Grass	Stun Spore		Bug	Struggle Bug
	Bug	Silver Wind		Fairy	Draining Kiss
	Normal	Sweet Scent		Bug	Bug Buzz
	Fairy	Dazzling Gleam		Grass	Aromatherapy
	Bug	Quiver Dance		Fairy	Moonblast
	Normal	Baton Pass		Psychic	Speed Swap

#743 Ribombee

TYPE: Bug / Fairy



STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 0.2m / 0'08"
WEIGHT: 0.2kg / 0.4 lbs

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Honey Gather & Shield Dust

EVOLUTIVE STAGE: Final.


#742

#743

Bee Fly Pokémon
The pollen puff of a happy Ribombee are very nutritious and valuable supplements in Alola. It dislikes rain, for it wets its hair and makes it unable to fly, so if you see a Ribombee you know the weather will be nice.

RANK	TYPE	MOVE NAME
○	Grass	Absorb
○	Fairy	Fairy Wind
○	Bug	Pollen Puff
○	Fairy	Draining Kiss
○	Bug	Bug Buzz
○	Grass	Aromatherapy
○	Fairy	Moonblast
○	Psychic	Skill Swap

RANK	TYPE	MOVE NAME
○	Bug	Struggle Bug
○	Grass	Stun Spore
○	Bug	Silver Wind
○	Normal	Sweet Scent
○	Fairy	Dazzling Gleam
○	Bug	Quiver Dance
○	Bug	Infestation

RANK	TYPE	MOVE NAME
○	Normal	Tackle
○	Ground	Sand Attack
○	Normal	Howl
○	Normal	Odor Sleuth
○	Normal	Roar
○	Normal	Scary Face
○	Dark	Crunch
○	Rock	Stone Edge
○	Dark	Snarl

RANK	TYPE	MOVE NAME
○	Normal	Leer
○	Dark	Bite
○	Rock	Rock Throw
○	Rock	Rock Tomb
○	Rock	Stealth Rock
○	Rock	Rock Slide
○	Normal	Rock Climb
○	Fire	Fire Fang
○	Electric	Thunder Fang

#744 Rockruff

TYPE: Rock



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●○○○○
SPECIAL ●○○○○
INSIGHT ●○○○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 9kg / 20 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Keen Eye & Vital Spirit

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#744

#745

#745

#745

Puppy Pokémon
Rockruff are very social and friendly, their keen sense of smell allows them to find their trainers easily. However, as they age they become wilder and rebelious. Do not let them roam alone at night.

#745 Lycanroc

TYPE: Rock



STRENGTH ●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 25kg / 55 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Steadfast & Sandrush

EVOLUTIVE STAGE: Final.
EVOLVED BY: Training on daytime.


#744

#745

Wolf Pokémon
A well-disciplined Rockruff will evolve at Dawn.
This Pokémon is very Loyal and trustworthy. It can climb mountains fast and is a quick runner. The rocks on its mane are its main weapons.

RANK	TYPE	MOVE NAME
○	Normal	Quick Attack
○	Normal	Leer
○	Dark	Bite
○	Rock	Accelerock
○	Rock	Rock Throw
○	Rock	Rock Tomb
○	Rock	Stealth Rock
○	Rock	Rock Slide
○	Normal	Rock Climb
○	Rock	Rock Polish
○	Ground	Drill Run

RANK	TYPE	MOVE NAME
○	Normal	Tackle
○	Ground	Sand Attack
○	Normal	Howl
○	Fight	Quick Guard
○	Normal	Odor Sleuth
○	Normal	Roar
○	Normal	Scary Face
○	Dark	Crunch
○	Rock	Stone Edge
○	Steel	Iron Defense

#745 Lycanroc

TYPE: Rock



STRENGTH ●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 25kg / 55 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Tough Claws

EVOLUTIVE STAGE: Final.
EVOLVED BY: Training during dawn.


#744

#745

Wolf Pokémon
An independent but loyal Rockruff will evolve at dusk.
This evolved for is very hard to achieve. An intense fighting spirit lies underneath its calm exterior. Prone to act on its own.

RANK	TYPE	MOVE NAME
○	Normal	Leer
○	Dark	Bite
○	Normal	Howl
○	Rock	Accelerock
○	Rock	Rock Throw
○	Rock	Rock Tomb
○	Rock	Stealth Rock
○	Normal	Thrash
○	Normal	Rock Climb
○	Dragon	Outrage
○	Ground	Drill Run

RANK	TYPE	MOVE NAME
○	Normal	Tackle
○	Ground	Sand Attack
○	Fight	Counter
○	Normal	Scary Face
○	Normal	Odor Sleuth
○	Normal	Roar
○	Rock	Rock Slide
○	Dark	Crunch
○	Rock	Stone Edge
○	Steel	Iron Head

#745 Lycanroc

TYPE: Rock



STRENGTH	●●●○○
DEXTERITY	●●○○○
VITALITY	●●○○○
SPECIAL	●●○○
INSIGHT	●●○○○

HEIGHT: 1.1m / 3'07" WEIGHT: 25kg / 55 lbs

BASE HP: 4 SUGGESTED RANK: Amateur

ABILITIES: Vital Spirit & No Guard

Wolf Pokémon
A poorly-behaved Rockruff will evolve at midnight.
This Pokémon is savage and has no regard for its own safety. It taunts and provokes foes a lot stronger just to get its own blood boiling.

EVOLUTIVE STAGE: Final.
EVOLVED BY: Training on nighttime.


#744

#745

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Dark	Taunt		Normal	Tackle
	Normal	Leer		Ground	Sand Attack
	Dark	Bite		Normal	Howl
	Fight	Counter		Fight	Reversal
	Rock	Rock Throw		Normal	Odor Sleuth
	Rock	Rock Tomb		Normal	Roar
	Rock	Stealth Rock		Normal	Scary Face
	Rock	Rock Slide		Dark	Crunch
	Normal	Rock Climb		Rock	Stone Edge
	Dragon	Outrage		Dark	Throat Chop
	Fight	Bulk Up			

#746 Wishiwashi

TYPE: Water



STRENGTH	●○○
DEXTERITY	●●○○
VITALITY	●○○
SPECIAL	●○○
INSIGHT	●○○

HEIGHT: 0.2m / 0'08" WEIGHT: 0.3kg / 0.7 lbs

BASE HP: 4 SUGGESTED RANK: Starter

ABILITIES: Schooling

Small Fry Pokémon
People and Pokémon enjoy this tiny Pokémon's meat. Their eyes shine as a distress signal, other members of its species will travel far and wide to attend the call for help. When this happens you must run.

EVOLUTIVE STAGE: Final.


#746

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Water	Water Gun		Normal	Growl
	Normal	Helping Hand		Dark	Feint Attack
	Water	Brine		Water	Aqua Ring
	Normal	Tearful Look		Normal	Take Down
	Water	Dive		Dark	Beat Up
	Water	Aqua Tail		Water	Soak
	Normal	Double-Edge		Normal	Endeavor
	Water	Hydro Pump		Water	Muddy Water
	Ice	Mist		Water	Water Pulse

#746 Wishiwashi

TYPE: Water



STRENGTH	●●●○○○
DEXTERITY	●○○
VITALITY	●●●○○○
SPECIAL	●●●○○○
INSIGHT	●●●○○○

HEIGHT: 8.2m / 27'00" WEIGHT: 234kg / 515 lbs

BASE HP: 8 SUGGESTED RANK: Pro

ABILITIES: Schooling

Small Fry Pokémon
A school of Wishiwashi is the demon of the sea. Even Gyarados flee in terror when one approaches.
Since it is formed by lots of members, it's impossible to control. They disband after the threat is "neutralized".

EVOLUTIVE STAGE: Final.


#746

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Water	Water Gun		Normal	Growl
	Normal	Helping Hand		Dark	Feint Attack
	Water	Brine		Water	Aqua Ring
	Normal	Tearful Look		Normal	Take Down
	Water	Dive		Dark	Beat Up
	Water	Aqua Tail		Water	Soak
	Normal	Double-Edge		Normal	Endeavor
	Water	Hydro Pump		Water	Muddy Water
	Ice	Mist		Water	Water Pulse

#747 Mareanie

TYPE: Poison Water



STRENGTH	●●○○
DEXTERITY	●●○○
VITALITY	●●○○
SPECIAL	●○○
INSIGHT	●●○○

HEIGHT: 0.4m / 1'04" WEIGHT: 8kg / 17 lbs

BASE HP: 3 SUGGESTED RANK: Beginner

ABILITIES: Merciless & Limber

Brutal Star Pokémon
It can be found resting on the sea floor, waiting for an unsuspecting prey to sting. They are pretty toxic and attack with their ten barbed tentacles. Corsolas are one of its favourite meals.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#747

#748

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
	Poison	Poison Sting		Flying	Peck
	Dark	Bite		Poison	Toxic Spikes
	Rock	Wide Guard		Poison	Toxic
	Poison	Venoshock		Normal	Spike Cannon
	Bug	Pin Missile		Poison	Poison Jab
	Poison	Venom Drench		Normal	Recover
	Water	Liquidation		Normal	Protect
	Normal	Stockpile		Poison	Sludge Bomb

#748 Toxapex

TYPE: Poison / Water

RANK	TYPE	MOVE NAME
1	Flying	Peck
2	Poison	Toxic Spikes
3	Rock	Wide Guard
4	Poison	Toxic
5	Normal	Spike Cannon
6	Poison	Poison Jab
7	Normal	Recover
8	Normal	Swallow
9	Normal	Spit Up

RANK	TYPE	MOVE NAME
1	Poison	Poison Sting
2	Dark	Bite
3	Poison	Baneful Bunker
4	Poison	Venoshock
5	Bug	Pin Missile
6	Poison	Venom Drench
7	Water	Liquidation
8	Normal	Stockpile



STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●●○○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 14kg / 32 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Merciless & Regenerator

EVOLUTIVE STAGE: Final.


#747

#748

Brutal Star Pokémon
It crawls through the ocean floor, using its tentacles as a fortress. Its venom has the victim suffering for three days and nights, and even if it's healed there are aftereffects for it is a powerful toxin.

#749 Mudbray

TYPE: Ground



STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1m / 3'03"
WEIGHT: 110kg / 242 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Own Tempo & Stamina

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#749

#750

Donkey Pokémon
They are very strong, the mud on their hooves serves them as grip to pull themselves forward. They enjoy prancing in muddy places and will become stubborn and disobedient if denied that pleasure.

RANK	TYPE	MOVE NAME
1	Ground	Mud Slap
2	Ground	Rototiller
3	Fight	Double Kick
4	Normal	Bide
5	Steel	Iron Defense
6	Fight	Counter
7	Normal	Mega Kick
8	Ground	Magnitude
9	Ground	Mud Bomb

RANK	TYPE	MOVE NAME
1	Ground	Mud Sport
2	Ground	Bulldoze
3	Normal	Stomp
4	Ground	High Horsepower
5	Steel	Heavy Slam
6	Ground	Earthquake
7	Fight	Superpower
8	Normal	Strength

#750 Mudsdale

TYPE: Ground



STRENGTH ●●●○○○
DEXTERITY ●○○
VITALITY ●●●○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 2.5m / 8'02"
WEIGHT: 920kg/2028 lbs

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Own Tempo & Stamina

EVOLUTIVE STAGE: Final.


#749

#750

Draft Horse Pokémon
Hard tempered and resilient. The hooves of this Pokémon stomp through concrete, while it is not very fast it can keep a steady pace for days, even when dragging weight.

RANK	TYPE	MOVE NAME
1	Ground	Mud Slap
2	Ground	Rototiller
3	Fight	Double Kick
4	Normal	Bide
5	Steel	Iron Defense
6	Fight	Counter
7	Normal	Mega Kick
8	Rock	Rock Slide
9	Fight	Close Combat

RANK	TYPE	MOVE NAME
1	Ground	Mud Sport
2	Ground	Bulldoze
3	Normal	Stomp
4	Ground	High Horsepower
5	Steel	Heavy Slam
6	Ground	Earthquake
7	Fight	Superpower
8	Normal	Giga Impact

#751 Dewpider

TYPE: Water / Bug



STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●○○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 4kg / 8 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Water Bubble & Water Absorb

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#751

#752

Water Bubble Pokémon
It lives on shallow water pools, but goes into the land to find prey.
Its water bubble allows it to breath outside of its pool and serves as a weapon to hunt or defend itself. As it grows its bubble grows as well.

RANK	TYPE	MOVE NAME
1	Water	Water Sport
2	Bug	Infestation
3	Bug	Bug Bite
4	Dark	Bite
5	Bug	Leech Life
6	Bug	Lunge
7	Water	Liquidation
8	Normal	Stockpile
9	Normal	Spit Up

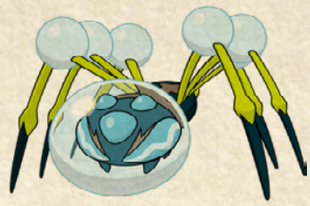
RANK	TYPE	MOVE NAME
1	Water	Bubble
2	Bug	Spider Web
3	Water	Bubble Beam
4	Water	Aqua Ring
5	Psychic	Mirror Coat
6	Dark	Crunch
7	Normal	Entrainment
8	Ice	Aurora Beam

#752 Araquanid

TYPE: Water / Bug

RANK	TYPE	MOVE NAME
	Water	Water Sport
	Bug	Infestation
	Bug	Bug Bite
	Rock	Wide Guard
	Dark	Bite
	Bug	Leech Life
	Bug	Lunge
	Water	Liquidation
	Psychic	Power Split
	Water	Scald

RANK	TYPE	MOVE NAME
	Water	Bubble
	Bug	Spider Web
	Water	Soak
	Water	Bubble Beam
	Water	Aqua Ring
	Psychic	Mirror Coat
	Dark	Crunch
	Normal	Entrainment
	Normal	Attract



HEIGHT: 1.8m / 6'00"
WEIGHT: 82kg / 180 lbs

Water Bubble Pokémon
It's debated whether this is a caring or cruel Pokémon. It looks around for any vulnerable or weak pokémon, tenderly carries them and deposits them into its water bubble where they end up drowning.

STRENGTH ●●○○○
DEXTERITY ●●○
VITALITY ●●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES:
Water Bubble & Water Absorb

EVOLUTIVE STAGE: Final.


#751

#752

#753 Fomantis

TYPE: Grass



HEIGHT: 0.3m / 1'00"
WEIGHT: 1kg / 3 lbs

Sickle Grass Pokémon
They sleep during the day, absorbing sunlight in a flower meadow; by night they become active and search for another spot to sleep.
Their arms are made or sharp grass leaves to defend themselves.

STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●○○

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES:
Leaf Guard & Contrary

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#753

#754

RANK	TYPE	MOVE NAME
	Bug	Fury Cutter
	Grass	Razor Leaf
	Grass	Ingrain
	Grass	Synthesis
	Normal	Sweet Scent
	Fire	Sunny Day
	Grass	Giga Drain

RANK	TYPE	MOVE NAME
	Grass	Leafage
	Normal	Growth
	Grass	Leaf Blade
	Normal	Slash
	Grass	Solar Beam
	Normal	Weather Ball
	Grass	Aromatherapy

#754 Lurantis

TYPE: Grass

RANK	TYPE	MOVE NAME
	Bug	Fury Cutter
	Grass	Razor Leaf
	Normal	Sweet Scent
	Grass	Ingrain
	Grass	Synthesis
	Grass	Petal Blizzard
	Fire	Sunny Day
	Grass	Leaf Storm

RANK	TYPE	MOVE NAME
	Grass	Leafage
	Normal	Growth
	Normal	Slash
	Grass	Leaf Blade
	Bug	X-Scissor
	Grass	Solar Blade
	Normal	Swords Dance
	Fight	Brick Break



HEIGHT: 0.9m / 3'00"
WEIGHT: 18kg / 40 lbs

Bloom Sickle Pokémon
Considered to be one of the mos beautiful Grass Pokémon due to its lovely coloration. They require a lot of maintenance and constant grooming, so they'll only trust a Trainer who is up to the job.

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES:
Leaf Guard & Contrary

EVOLUTIVE STAGE: Final.


#753

#754

#755 Morelull

TYPE: Grass / Fairy



HEIGHT: 0.2m / 0'08"
WEIGHT: 1kg / 3 lbs

Illuminating Pokémon
Morellul are nocturnal Pokémon whose headbulbs emit a faint glow. They root into a tree and use its nutrients to power their light, when the tree is all dried up they are ready to evolve.

STRENGTH ●●○
DEXTERITY ●○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○○

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES:
Illuminate & Effect Spore

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#755

#756

RANK	TYPE	MOVE NAME
	Grass	Absorb
	Normal	Flash
	Grass	Mega Drain
	Grass	Ingrain
	Grass	Giga Drain
	Psychic	Dream Eater
	Grass	Spore
	Grass	Leech Seed
	Psychic	Light Screen

RANK	TYPE	MOVE NAME
	Ghost	Astonish
	Fairy	Moonlight
	Grass	Sleep Powder
	Ghost	Confuse Ray
	Grass	Strength Sap
	Normal	Spotlight
	Fairy	Moonblast
	Psychic	Amnesia

#756 Shiinotic

TYPE: Grass / Fairy

RANK	TYPE	MOVE NAME
1	Grass	Absorb
1	Normal	Flash
2	Grass	Mega Drain
2	Grass	Ingrain
2	Grass	Giga Drain
2	Psychic	Dream Eater
3	Grass	Spore
3	Grass	Leech Seed
3	Psychic	Light Screen
1	Ghost	Astonish
1	Fairy	Moonlight
2	Grass	Sleep Powder
2	Ghost	Confuse Ray
2	Grass	Strength Sap
2	Normal	Spotlight
3	Fairy	Moonblast
3	Normal	Growth



HEIGHT: 1m / 3'00"
WEIGHT: 11kg / 25 lbs

Illuminating Pokémon
Forests where Shiinotic live are treacherous to travel. People tell stories about strange lights that put others into a deep slumber who are then devoid of their energy by these Pokémon, never to return home.

STRENGTH ●●○○
DEXTERITY ●●○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○○

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Illuminate & Effect Spore

EVOLUTIVE STAGE: Final.


#755

#756

#757 Salandit

TYPE: Poison / Fire



HEIGHT: 0.6m / 2'00"
WEIGHT: 5kg / 10 lbs

Toxic Lizard Pokémon
The markings at the end of its tail emit flames and a toxic gas, be careful as this gas smells sweet and specially appealing for the males of any species. Only female Salandit are known to evolve.

STRENGTH ●○○
DEXTERITY ●●○○○
VITALITY ●○○
SPECIAL ●●○○○
INSIGHT ●●○○

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Corrosion & Oblivious

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium. Female only.


#757

#758

RANK	TYPE	MOVE NAME
1	Normal	Scratch
1	Fire	Ember
2	Dragon	Dragon Rage
2	Normal	Double Slap
2	Poison	Toxic
2	Poison	Venoshock
3	Poison	Venom Drench
3	Normal	Attract
3	Fire	Will-o-Wisp
1	Poison	Poison Gas
1	Normal	Sweet Scent
2	Poison	Smog
2	Fire	Flame Burst
2	Dark	Nasty Plot
2	Fire	Flamethrower
3	Dragon	Dragon Pulse
3	Normal	Fake Out

#758 Salazzle

TYPE: Poison / Fire



HEIGHT: 1.2m / 4'00"
WEIGHT: 22kg / 48 lbs

Toxic Lizard Pokémon
This Pokémon is Female only.
It releases a powerful toxic gas that is filled with pheromones that help her keep her reverse harem of Salandit in check. This gas can be purified into expensive perfumes.

STRENGTH ●●○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Corrosion & Oblivious

EVOLUTIVE STAGE: Final.


#757

#758

RANK	TYPE	MOVE NAME
1	Poison	Poison Gas
1	Fire	Ember
2	Dragon	Dragon Rage
2	Dark	Nasty Plot
2	Normal	Captivate
2	Normal	Swagger
2	Fire	Flame Burst
3	Normal	Encore
3	Fire	Flamethrower
3	Dragon	Dragon Pulse
3	Dragon	Dragon Tail
1	Normal	Pound
1	Normal	Sweet Scent
2	Poison	Smog
2	Poison	Venoshock
2	Dark	Torment
2	Normal	Double Slap
2	Poison	Toxic
3	Normal	Disable
3	Poison	Venom Drench
3	Normal	Attract
3	Fire	Overheat

#759 Stufful

TYPE: Normal / Fight



HEIGHT: 0.5m / 1'08"
WEIGHT: 7kg / 15 lbs

Flailing Pokémon
Despite its adorable appearance it is a dangerous Pokémon. If anyone but its mother or Trainer touches it, it will respond by angryly flailing its arms around. They are popular pets but owners always regret.

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Fluffy & Klutz

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#759

#760

RANK	TYPE	MOVE NAME
1	Normal	Tackle
1	Normal	Bide
2	Dark	Brutal Swing
2	Dark	Payback
2	Fight	Hammer Arm
3	Normal	Thrash
3	Fight	Superpower
3	Electric	Thunder Punch
1	Normal	Leer
1	Fairy	Baby-Doll Eyes
2	Normal	Take Down
2	Normal	Flail
2	Normal	Pain Split
3	Normal	Double-Edge
3	Ground	Stomping Tantrum
3	Ice	Ice Punch

#760 Bewear

TYPE: Normal / Fight

RANK	TYPE	MOVE NAME
	Normal	Leer
	Fairy	Baby-Doll Eyes
	Normal	Take Down
	Normal	Flail
	Normal	Bind
	Normal	Pain Split
	Normal	Double-Edge
	Rock	Wide Guard
	Normal	Giga Impact

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Normal	Bide
	Dark	Brutal Swing
	Dark	Payback
	Fight	Hammer Arm
	Normal	Thrash
	Fight	Superpower
	Dragon	Dragon Claw



HEIGHT: 2.1m / 7'00"
WEIGHT: 135kg / 297 lbs

Strong Arm Pokémon
They may look friendly but their brute strength makes them very dangerous. Many Trainers have been severely injured and even snapped in half by the "hugs" of a Bewear.

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 6
SUGGESTED RANK: Ace

ABILITIES: Fluffy & Klutz

EVOLUTIVE STAGE: Final.


#759

#760

#761 Bounsweet

TYPE: Grass



HEIGHT: 0.3m / 1'00"
WEIGHT: 3kg / 7 lbs

Fruit Pokémon
This happy-go-lucky Pokémon produces a delicious aroma that unfortunatelly attracts predators to it, when it escapes, it looks as if it's happily skipping around so it rarely gets help.

STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Leaf Guard & Oblivious

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#761

#762

#763

RANK	TYPE	MOVE NAME
	Normal	Splash
	Normal	Rapid Spin
	Normal	Sweet Scent
	Normal	Teeter Dance
	Fairy	Aromatic Mist
	Fairy	Play Rough

RANK	TYPE	MOVE NAME
	Normal	Play Nice
	Grass	Razor Leaf
	Grass	Magical Leaf
	Normal	Flail
	Fairy	Charm
	Normal	Acupressure

#762 Steenee

TYPE: Grass

RANK	TYPE	MOVE NAME
	Normal	Play Nice
	Normal	Sweet Scent
	Grass	Razor Leaf
	Grass	Magical Leaf
	Normal	Stomp
	Normal	Captivate
	Grass	Leaf Storm
	Normal	Feint

RANK	TYPE	MOVE NAME
	Normal	Splash
	Normal	Rapid Spin
	Normal	Double Slap
	Normal	Teeter Dance
	Fairy	Aromatic Mist
	Grass	Aromatherapy
	Normal	Acupressure
	Grass	Synthesis



HEIGHT: 0.7m / 2'04"
WEIGHT: 8kg / 18 lbs

Fruit Pokémon
Its sweet aroma keeps attracting predators but it fends them away with its hard and bitter head leaves. It likes to be taken seriously and can be hard to deal with, if you make it mad you'll receive a kick.

STRENGTH ●●○
DEXTERITY ●●●○
VITALITY ●●●○
SPECIAL ●●○
INSIGHT ●●●○

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Leaf Guard & Oblivious

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.


#761

#762

#763

#763 Tsareena

TYPE: Grass



HEIGHT: 1.2m / 4'00"
WEIGHT: 21kg / 47 lbs

Fruit Pokémon
Tsareena's elegant appearance is only matched by its boastful fight spirit. It is known for disobeying any Trainer giving it orders it dislikes, and will celebrate its victories by kicking its defeated foes while laughing.

STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●●○○○

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Leaf Guard & Queenly Majesty

EVOLUTIVE STAGE: Final.


#761

#762

#763

RANK	TYPE	MOVE NAME
	Normal	Splash
	Normal	Rapid Spin
	Normal	Sweet Scent
	Grass	Trop Kick
	Normal	Teeter Dance
	Fairy	Aromatic Mist
	Grass	Aromatherpy
	Fight	High Jump Kick
	Fight	Low Sweep

RANK	TYPE	MOVE NAME
	Normal	Swagger
	Grass	Razor Leaf
	Normal	Double Slap
	Grass	Magical Leaf
	Normal	Stomp
	Normal	Captivate
	Grass	Leaf Storm
	Flying	Acrobatics
	Grass	Synthesis

#764 Comfey

TYPE: Fairy

RANK	TYPE	MOVE NAME
1	Normal	Helping Hand
1	Fairy	Flower Shield
2	Fairy	Draining Kiss
2	Normal	Growth
2	Fairy	Sweet Kiss
2	Grass	Petal Blizzard
2	Normal	Sweet Scent
3	Fairy	Floral Healing
3	Grass	Aromatherapy
3	Fairy	Play Rough
4	Normal	Substitute

RANK	TYPE	MOVE NAME
1	Grass	Vine Whip
2	Grass	Leech Seed
2	Grass	Magical Leaf
2	Normal	Wrap
2	Normal	Natural Gift
2	Grass	Synthesis
3	Grass	Grass Knot
3	Grass	Petal Dance
3	Grass	Grassy Terrain
4	Normal	Lucky Chant
4	Normal	Endure



STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○○
SPECIAL ●●○○○○
INSIGHT ●●●○○○

HEIGHT: 0.1m / 0'04"
WEIGHT: 0.3kg / 0.7 lbs

BASE HP: 4
SUGGESTED RANK: Starter

ABILITIES: Flower Veil & Triage

EVOLUTIVE STAGE: Final.


#764

Posy Picker Pokémon
This tiny Pokémon gathers flowers and connects them to itself forming a ring. The flowers never wither and their aroma becomes soothing and therapeutic. If it likes you it will create a flower ring just for you.

#765 Oranguru

TYPE: Normal / Psychic

RANK	TYPE	MOVE NAME
1	Psychic	Confusion
2	Dark	Taunt
2	Psychic	Stored Power
2	Dark	Feint Attack
2	Psychic	Zen Headbutt
2	Dark	Foul Play
3	Psychic	Psychic
3	Psychic	Trick Room
4	Psychic	Wonder Room

RANK	TYPE	MOVE NAME
1	Normal	After You
2	Dark	Quash
2	Normal	Psych Up
2	Dark	Nasty Plot
2	Psychic	Instruct
2	Psychic	Calm Mind
3	Psychic	Future Sight
4	Psychic	Psychic Terrain
4	Psychic	Extrasensory



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○○
SPECIAL ●●○○○○
INSIGHT ●●●○○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 76kg / 167 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Inner Focus & Telepathy

EVOLUTIVE STAGE: Final.


#765

Sage Pokémon
These solitary Pokémon live deep in the forests where it provides food and herbal medicine to those in need. It is incredibly smart even learning how to use pokeballs, for that reason it dislikes being ordered around.

#766 Passimian

TYPE: Fight

RANK	TYPE	MOVE NAME
1	Normal	Tackle
2	Fight	Rock Smash
2	Dark	Beat Up
2	Normal	Take Down
2	Dark	Fling
3	Normal	Double-Edge
3	Fight	Close Combat
4	Normal	Giga Impact
4	Steel	Iron Head

RANK	TYPE	MOVE NAME
1	Normal	Leer
2	Normal	Focus Energy
2	Normal	Scary Face
2	Normal	Bestow
2	Fight	Bulk Up
3	Normal	Thrash
3	Fight	Reversal
4	Fight	Seismic Toss
4	Normal	Feint



STRENGTH ●●●○○○
DEXTERITY ●●○○○○
VITALITY ●●○○○○
SPECIAL ●○○
INSIGHT ●●○○○

HEIGHT: 2m / 6'07"
WEIGHT: 82kg / 182lbs

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Receiver & Defiant

EVOLUTIVE STAGE: Final.


#766

Teamwork Pokémon
They live in packs of 20 members, they are all coordinated to pass around the food and to defend their nest. Their leader is not the strongest but the best teamworker of the pack. A very loyal Pokémon.

#767 Wimpod

TYPE: Bug / Water

RANK	TYPE	MOVE NAME
1	Bug	Struggle Bug
2	Normal	Harden
3	Ground	Spikes

RANK	TYPE	MOVE NAME
2	Ground	Sand Attack
3	Water	Aqua Jet



STRENGTH ●○○
DEXTERITY ●●○○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 12kg / 26 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Wimp Out

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.


#767


#768

Turn Tail Pokémon
They are curious but incredibly cowardly Pokémon. They are easily startled and will shoot a stenchy liquid as a warning. Even so, they are highly valued due to their ability to eat and clean any garbage.

#768 Golisopod

TYPE: Bug / Water

RANK	TYPE	MOVE NAME
1	Bug	Struggle Bug
1	Ground	Sand Attack
1	Fight	Rock Smash
1	Ghost	Spite
1	Normal	Slash
1	Dark	Sucker Punch
1	Steel	Iron Defense
1	Rock	Wide Guard
1	Water	Aqua Jet

RANK	TYPE	MOVE NAME
1	Bug	Fury Cutter
1	Bug	Bug Bite
1	Bug	First Impression
1	Normal	Swords Dance
1	Water	Razor Shell
1	Bug	Pin Missile
1	Water	Liquidation
1	Steel	Metal Claw



STRENGTH ●●●○○○
DEXTERITY ●●○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 2.1m / 7'00"
WEIGHT: 108kg / 238 lbs

BASE HP: 4
SUGGESTED RANK: Pro

ABILITIES:
Emergency Exit

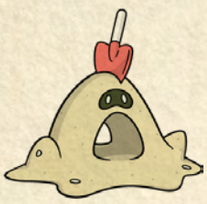
EVOLUTIVE STAGE: Final.

#767 #768

Hard Scale Pokémon
This Pokémon is a rare sight, for most Wimpods never evolve and when they do, Golisopod spend most of their lives in deep sea caves, meditating. It is extremely strong, its claws can tear through everything.

#769 Sandygast

TYPE: Ghost / Ground



STRENGTH ●●○○
DEXTERITY ●○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 70kg / 154 lbs

BASE HP: 3
SUGGESTED RANK: Amateur

ABILITIES:
Water Compaction & Sand Veil

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.

#769 #770

Sand Heap Pokémon
Some departed soul made a child's sand mound its vessel. Anyone who puts their hand inside its mouth will have its vital energy absorbed and its mind possessed to add more sand until they collapse.

RANK	TYPE	MOVE NAME
1	Normal	Harden
1	Ghost	Astonish
1	Ground	Sand Tomb
1	Ground	Bulldoze
1	Steel	Iron Defense
1	Ghost	Shadow Ball
1	Ground	Shore Up
1	Normal	Stockpile
1	Normal	Swallow

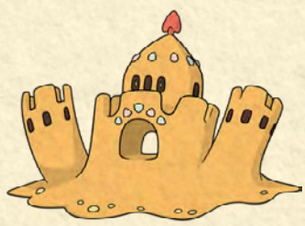
RANK	TYPE	MOVE NAME
1	Grass	Absorb
1	Ground	Sand Attack
1	Grass	Mega Drain
1	Psychic	Hypnosis
1	Grass	Giga Drain
1	Ground	Earth Power
1	Rock	Sandstorm
1	Normal	Spit Up

#770 Palossand

TYPE: Ghost / Ground

RANK	TYPE	MOVE NAME
1	Normal	Harden
1	Ghost	Astonish
1	Ground	Sand Tomb
1	Ground	Bulldoze
1	Steel	Iron Defense
1	Ghost	Shadow Ball
1	Ground	Shore Up
1	Rock	Rock Polish
1	Ground	Earthquake

RANK	TYPE	MOVE NAME
1	Grass	Absorb
1	Ground	Sand Attack
1	Grass	Mega Drain
1	Psychic	Hypnosis
1	Grass	Giga Drain
1	Ground	Earth Power
1	Rock	Sandstorm
1	Ghost	Destiny Bond



STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 1.3m / 4'03"
WEIGHT: 250kg / 551 lbs

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES:
Water Compaction & Sand Veil

EVOLUTIVE STAGE: Final.

#769 #770

Sand Castle Pokémon
The possessed people shaped this Pokémon into a castle, buried beneath the sand where it stands are the remains of all its victims. Some say these unmarked graves will give birth to a new Sandygast.

#771 Pykumuku

TYPE: Water



STRENGTH ●●○○
DEXTERITY ●
VITALITY ●●●○○○
SPECIAL ●○○
INSIGHT ●●●○○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 1kg / 2 lbs

BASE HP: 4
SUGGESTED RANK: Starter

ABILITIES:
Innards Out & Unaware

EVOLUTIVE STAGE: Final.

#771

Sea Cucumber Pokémon
Once this Pokémon finds a spot it likes it will remain there without moving, even if food is out of reach. It can expel its organs through its mouth and use them like an arm. It's slimy and not many people like it.

RANK	TYPE	MOVE NAME
1	Ground	Mud Sport
1	Normal	Harden
1	Normal	Bide
1	Dark	Taunt
1	Fight	Counter
1	Ghost	Curse
1	Normal	Pain Split
1	Water	Soak
1	Dark	Memento
1	Poison	Venom Drench

RANK	TYPE	MOVE NAME
1	Water	Water Sport
1	Normal	Baton Pass
1	Normal	Helping Hand
1	Normal	Safeguard
1	Poison	Purify
1	Poison	Gastro Acid
1	Normal	Recover
1	Poison	Toxic
1	Normal	Bestow
1	Normal	Tickle

#772 Type: Null

TYPE: Normal



RANK	TYPE	MOVE NAME
1	Normal	Tackle
5	Dark	Pursuit
9	Flying	Aerial Ace
13	Normal	Scary Face
17	Normal	Take Down
21	Steel	Iron Head
25	Flying	Air Slash
29	Normal	Razor Wind
33	Normal	Double-Edge

RANK	TYPE	MOVE NAME
1	Normal	Rage
5	Psychic	Imprison
9	Normal	Crush Claw
13	Bug	X-Scissor
17	Steel	Metal Sound
21	Normal	Double Hit
25	Dark	Punishment
29	Normal	Tri Attack
33	Psychic	Heal Block

STRENGTH ●●●○○
DEXTERITY ●●○○
VITALITY ●●●○○
SPECIAL ●●●○○
INSIGHT ●●●○○

HEIGHT: 1.9m / 6'03"
WEIGHT: 120kg / 265 lbs

BASE HP: 3
SUGGESTED RANK: Ace

ABILITIES: Battle Armor

Synthetic Pokémon
A synthetic Pokémon made by the Aether Foundation. Currently only three specimens exist in cryogenic stasis, but they are deemed too dangerous even with a limiter helmet on. They must never be reanimated.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.


#772


#773

#773 Silvally

TYPE: Normal



RANK	TYPE	MOVE NAME
1	Normal	Tackle
5	Dark	Pursuit
9	Psychic	Heal Block
13	Steel	Iron Head
17	Fire	Fire Fang
21	Electric	Thunder Fang
25	Flying	Aerial Ace
29	Normal	Scary Face
33	Normal	Take Down
37	Normal	Double Hit
41	Flying	Air Slash
45	Normal	Razor Wind
49	Normal	Double-Edge

RANK	TYPE	MOVE NAME
1	Normal	Rage
5	Normal	Multi-Attack
9	Psychic	Imprison
13	Poison	Poison Fang
17	Ice	Ice Fang
21	Dark	Bite
25	Normal	Crush Claw
29	Bug	X-Scissor
33	Steel	Metal Sound
37	Dark	Crunch
41	Dark	Punishment
45	Normal	Tri Attack
49	Dark	Parting Shot

STRENGTH ●●●○○
DEXTERITY ●●●○○
VITALITY ●●●○○
SPECIAL ●●●○○
INSIGHT ●●●○○

HEIGHT: 2.3m / 7'07"
WEIGHT: 100kg / 221 lbs

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: RKS System

Synthetic Pokémon
Pokédex has no data.
It was seen in the company of a boy. It appears to be a perfected or evolved form of Type: Null. The boy gave it some strange disks that allowed it to change its type.

EVOLUTIVE STAGE: Final.


#772


#773

#774 Minior

TYPE: Rock Flying



RANK	TYPE	MOVE NAME
1	Normal	Tackle
5	Rock	Rollout
9	Normal	Swift
13	Normal	Self Destruct
17	Normal	Take Down
21	Psychic	Cosmic Power
25	Normal	Double-Edge
29	Normal	Explosion
33	Psychic	Reflect

RANK	TYPE	MOVE NAME
1	Normal	Defense Curl
5	Ghost	Confuse Ray
9	Rock	Ancient Power
13	Rock	Stealth Rock
17	Steel	Autotomize
21	Rock	Power Gem
25	Normal	Shell Smash
29	Psychic	Light Screen
33	Flying	Acrobatics

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●●○○
SPECIAL ●●○○
INSIGHT ●●●○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 40kg / 88lbs

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Shields Down

Meteor Pokémon
They live on the stratosphere, absorbing particles to grow their cores and shells, when they become too heavy they fall to the ground. Move damage can break the shell and leave the core exposed.

EVOLUTIVE STAGE: Final.


#774

#774 Minior (Core)

TYPE: Rock Flying



RANK	TYPE	MOVE NAME
1	Normal	Tackle
5	Rock	Rollout
9	Normal	Swift
13	Normal	Self Destruct
17	Normal	Take Down
21	Psychic	Cosmic Power
25	Normal	Double-Edge
29	Normal	Explosion
33	Psychic	Reflect

RANK	TYPE	MOVE NAME
1	Normal	Defense Curl
5	Ghost	Confuse Ray
9	Rock	Ancient Power
13	Rock	Stealth Rock
17	Steel	Autotomize
21	Rock	Power Gem
25	Normal	Shell Smash
29	Psychic	Light Screen
33	Flying	Acrobatics

STRENGTH ●●●○○
DEXTERITY ●●●●○
VITALITY ●●○○
SPECIAL ●●●○○
INSIGHT ●●○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 40kg / 88lbs

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Shields Down

Meteor Pokémon
Without its shell Minior can move faster. They have playful and colorful personalities. If a Minior wants to regrow their shell they must go to the stratosphere for a few days. Some of them never return, though.

EVOLUTIVE STAGE: Final.


#774

#775 Komala

TYPE: Normal



STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●●○○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 19kg / 43 lbs

BASE HP: 4
SUGGESTED RANK: Starter

ABILITIES: Comatose

EVOLUTIVE STAGE: Final.

#775

Drowsing Pokémon
Komalas are born, live, and die asleep. They will have nightmares if you remove their log-pillow. Although it appears aware of its surroundings in reality it is just dreaming and reacting to the dream antics.

RANK	TYPE	MOVE NAME
	Normal	Defense Curl
	Normal	Stockpile
	Normal	Swallow
	Normal	Yawn
	Normal	Flail
	Normal	Psych Up
	Normal	Thrash
	Normal	Substitute

RANK	TYPE	MOVE NAME
	Rock	Rollout
	Normal	Spit Up
	Normal	Rapid Spin
	Normal	Slam
	Dark	Sucker Punch
	Grass	Wood Hammer
	Normal	Facade
	Fairy	Play Rough

#776 Turtonator

TYPE: Fire / Dragon



STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 2m / 6'07"
WEIGHT: 212kg / 467 lbs

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Shell Armor

EVOLUTIVE STAGE: Final.

#776

Blast Turtle Pokémon
It leaves in the volcanic areas of Alola, where it disguises itself among the rocks, waiting for prey to step on it to detonate an explosion. The hole on its chest is a weak point, but it is very difficult to access.

RANK	TYPE	MOVE NAME
	Fire	Ember
	Poison	Smog
	Fire	Incinerate
	Normal	Endure
	Fire	Flamethrower
	Normal	Shell Smash
	Fire	Shell Trap
	Normal	Explosion
	Fire	Flame Charge

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Normal	Protect
	Normal	Flail
	Steel	Iron Defense
	Normal	Body Slam
	Dragon	Dragon Pulse
	Fire	Overheat
	Rock	Head Smash
	Rock	Wide Guard

#777 Togedemaru

TYPE: Electric / Steel



STRENGTH ●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 3kg / 7 lbs

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Iron Barbs & Lightning Rod

EVOLUTIVE STAGE: Final.

#777

Roly-Poly Pokémon
On stormy days you can see groups of Togedemaru curled up into balls with their spikes out, waiting to be struck by lightning. These spikes also deter other Pokémon from attacking this cute creature.

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Electric	Thunder Shock
	Electric	Charge
	Electric	Nuzzle
	Electric	Discharge
	Electric	Electric Terrain
	Bug	Pin Missile
	Bug	Fell Stinger
	Fairy	Disarming Voice

RANK	TYPE	MOVE NAME
	Normal	Defense Curl
	Rock	Rollout
	Electric	Spark
	Electric	Magnet Rise
	Electric	Zing Zap
	Electric	Wild Charge
	Grass	Spiky Shield
	Normal	Tickle
	Normal	Present

#778 Mimikyu

TYPE: Ghost / Fairy



STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●●○○○

HEIGHT: 0.2m / 0'08"
WEIGHT: 0.7kg / 1.5 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Disguise

EVOLUTIVE STAGE: Final.

#778

DisguisePokémon
No one really knows what its true form looks like, the only scholar that dared to look under the veil died on the spot from the horror. It disguises itself as a Pikachu in an effort to make friends.

RANK	TYPE	MOVE NAME
	Normal	Scratch
	Ghost	Astonish
	Normal	Copycat
	Fairy	Play Rough
	Normal	Mimic
	Fairy	Charm
	Ghost	Shadow Claw
	Grass	Wood Hammer
	Ghost	Destiny Bond
	Ghost	Grudge

RANK	TYPE	MOVE NAME
	Normal	Splash
	Fairy	Baby-Doll Eyes
	Normal	Double Team
	Ghost	Shadow Sneak
	Dark	Feint Attack
	Normal	Slash
	Dark	Hone Claws
	Normal	Pain Split
	Ghost	Curse

#779 Bruxish

TYPE: Water / Psychic



STRENGTH ●●●○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.9m / 3'00"
WEIGHT: 19kg / 41 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Dazzling & Strong Jaw

EVOLUTIVE STAGE: Final.


#779

Gnash Teeth Pokémon
The protuberance on its head emits psychic waves that confuse its prey, while it is confused Bruxish grinds it with its sharp teeth. This grinding noise makes other Pokémon flee from the place in hurry.

RANK	TYPE	MOVE NAME
○	Water	Water Gun
○	Psychic	Confusion
○	Water	Aqua Jet
○	Psychic	Psywave
○	Water	Aqua Tail
○	Psychic	Psychic Fangs
○	Ice	Ice Fang
○	Water	Waterfall

RANK	TYPE	MOVE NAME
○	Ghost	Astonish
○	Dark	Bite
○	Normal	Disable
○	Dark	Crunch
○	Normal	Screech
○	Psychic	Synchronoise
○	Poison	Poison Fang

#780 Drampa

TYPE: Normal / Dragon



STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 3m / 9'10"
WEIGHT: 185kg / 407 lbs

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Berserk & Sap Sipper

EVOLUTIVE STAGE: Final.


#780

Placid Pokémon
They live alone at the top of high mountains but come down in the morning to eat berries. It is a caring Pokémon, specially towards children and will fiercely protect any children it cares for with tremendous force.

RANK	TYPE	MOVE NAME
○	Normal	Play Nice
○	Dragon	Twister
○	Normal	Glare
○	Dragon	Dragon Rage
○	Dragon	Dragon Breath
○	Psychic	Extrasensory
○	Flying	Fly
○	Dragon	Outrage
○	Fairy	Play Rough

RANK	TYPE	MOVE NAME
○	Normal	Echoed Voice
○	Normal	Protect
○	Psychic	Light Screen
○	Normal	Natural Gift
○	Normal	Safeguard
○	Dragon	Dragon Pulse
○	Normal	Hyper Voice
○	Water	Rain Dance
○	Flying	Hurricane

#781 Dhelmise

TYPE: Ghost / Grass



STRENGTH ●●●○○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 3.9m / 12'10"
WEIGHT: 210kg / 463 lbs

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Steelworker

EVOLUTIVE STAGE: Final.


#781

Sea Creeper Pokémon
A spirit adrif in the sea came back to life through this Pokémon that rarely leaves the deepest waters of the sea. Through the sea some Wailord carcasses have been found covered in seaweed and gashes.

RANK	TYPE	MOVE NAME
○	Normal	Growth
○	Grass	Mega Drain
○	Ghost	Astonish
○	Normal	Wrap
○	Steel	Metal Sound
○	Water	Whirlpool
○	Ghost	Shadow Ball
○	Grass	Energy Ball
○	Ghost	Shadow Force
○	Water	Surf
○	Dark	Brutal Swing

RANK	TYPE	MOVE NAME
○	Grass	Absorb
○	Normal	Rapid Spin
○	Dark	Switcheroo
○	Steel	Gyro Ball
○	Grass	Giga Drain
○	Steel	Anchor Shot
○	Normal	Slam
○	Steel	Heavy Slam
○	Grass	Power Whip
○	Grass	Grass Knot

#782 Jangmo-o

TYPE: Dragon



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 29kg / 65 lbs

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Bulletproof & Soundproof

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.


#782 #783 #784

Scaly Pokémon
They live in mountains rarely visited by humans. Although they are valiant and hard-working Pokémon they retain their independent nature. It uses the scale on its head for both attack and defense.

RANK	TYPE	MOVE NAME
○	Normal	Tackle
○	Normal	Bide
○	Dragon	Dragon Tail
○	Normal	Headbutt
○	Normal	Screech
○	Dragon	Dragon Claw
○	Dragon	Dragon Dance
○	Fight	Counter
○	Dragon	Dragon Breath

RANK	TYPE	MOVE NAME
○	Normal	Leer
○	Normal	Protect
○	Normal	Scary Face
○	Normal	Work Up
○	Steel	Iron Defense
○	Normal	Noble Roar
○	Dragon	Outrage
○	Fight	Reversal

#783 Hakamo-o

TYPE: Dragon / Fight



HEIGHT: 1.2m / 4'00"
WEIGHT: 47kg / 103 lbs

Scaly Pokémon
The scales on its body are shed and regrow sharper each time. It is a courageous and diligent Pokémon who always lets out a war cry before the battle. Any marks on its scale armor is worn with pride.

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES:
Bulletproof & Soundproof

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Slow.


#782

#783

#784

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Normal	Bide
	Fight	Sky Uppercut
	Dragon	Dragon Tail
	Normal	Headbutt
	Normal	Screech
	Dragon	Dragon Claw
	Dragon	Dragon Dance
	Fight	Counter
	Dragon	Dragon Breath

RANK	TYPE	MOVE NAME
	Normal	Leer
	Normal	Protect
	Normal	Noble Roar
	Normal	Scary Face
	Normal	Work Up
	Steel	Iron Defense
	Steel	Autotomize
	Dragon	Outrage
	Fight	Reversal

#784 Kommo-o

TYPE: Dragon / Fight



HEIGHT: 1.6m / 5'03"
WEIGHT: 78kg / 172 lbs

Scaly Pokémon Pokémon
It completed its harsh training and returns to the mountain where it was born to look after the young Jangmo-o, watching them from afar. It is constantly looking for strong opponents.

STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES:
Bulletproof & Soundproof

EVOLUTIVE STAGE: Final.


#782

#783

#784

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Normal	Bide
	Fight	Sky Uppercut
	Dragon	Dragon Tail
	Normal	Headbutt
	Normal	Screech
	Dragon	Dragon Claw
	Dragon	Clanging Scales
	Dragon	Dragon Dance
	Fight	Focus Blast
	Dragon	Draco Meteor

RANK	TYPE	MOVE NAME
	Normal	Leer
	Normal	Protect
	Steel	Iron Defense
	Normal	Noble Roar
	Normal	Scary Face
	Normal	Work Up
	Normal	Belly Drum
	Steel	Autotomize
	Dragon	Outrage
	Steel	Flash Cannon

#785 Tapu Koko

TYPE: Electric / Fairy



HEIGHT: 1.8m / 6'00"
WEIGHT: 20kg / 45 lbs

Pokédex has no data.

People on Melemele island talk about a guardian spirit who punishes the evil doers with lightining strikes. If it appears in front of you who knows what its intentions may be.

STRENGTH ●●●●●
DEXTERITY ●●●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●●
INSIGHT ●●●●●

BASE HP: 4
SUGGESTED RANK: Pro

ABILITIES:
Electric Surge & Telepathy

EVOLUTIVE STAGE: Unknown.


#785

RANK	TYPE	MOVE NAME
	Electric	Electric Terrain
	Psychic	Power Swap
	Normal	Quick Attack
	Water	Withdraw
	Electric	Spark
	Normal	Screech
	Electric	Wild Charge
	Fairy	Nature's Madness
	Psychic	Agility
	Steel	Iron Defense
	Psychic	Telekinesis

RANK	TYPE	MOVE NAME
	Flying	Brave Bird
	Normal	Mean Look
	Normal	False Swipe
	Electric	Thunder Shock
	Electric	Shock Wave
	Electric	Charge
	Flying	Mirror Move
	Electric	Discharge
	Electric	Electro Ball
	Flying	Sky Attack
	Flying	Defog

#786 Tapu Lele

TYPE: Psychic / Fairy



HEIGHT: 1.2m / 4'00"
WEIGHT: 18kg / 41 lbs

Pokédex has no data.

It is said that an innocent but cruel spirit guards Akala island.
When the spirit is feeling benevolent it scatters some of its scales around, these scales have healing powers.

STRENGTH ●●●●●
DEXTERITY ●●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●●●
INSIGHT ●●●●●●

BASE HP: 4
SUGGESTED RANK: Pro

ABILITIES:
Psychic Surge & Telepathy

EVOLUTIVE STAGE: Unknown.


#786

RANK	TYPE	MOVE NAME
	Psychic	Psychic Terrain
	Grass	Aromatherapy
	Fairy	Draining Kiss
	Water	Withdraw
	Psychic	Psywave
	Psychic	Skill Swap
	Normal	Tickle
	Psychic	Extrasensory
	Fairy	Moonblast
	Steel	Iron Defense
	Psychic	Telekinesis

RANK	TYPE	MOVE NAME
	Fairy	Aromatic Mist
	Normal	Mean Look
	Ghost	Astonish
	Psychic	Confusion
	Normal	Sweet Scent
	Psychic	Psyshock
	Fairy	Nature's Madness
	Dark	Flatter
	Psychic	Magic Room
	Psychic	Wonder Room

#787 Tapu Bulu



TYPE: Grass / Fairy

STRENGTH ●●●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●●

HEIGHT: 1.9m / 6'03"
WEIGHT: 45kg / 100 lbs

BASE HP: 4
SUGGESTED RANK: Pro

ABILITIES:
Grass Surge & Telepathy

EVOLUTIVE STAGE: Unknown.


#787

Pokédex has no data.

Through Ula'ula island runs the legend of a lazy guardian spirit who lives among the trees, which it commands to restrain its foes before beating them.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Grass	Grassy Terrain	●	Grass	Wood Hammer
●	Fight	Superpower	●	Normal	Mean Look
●	Normal	Disable	●	Normal	Whirlwind
●	Water	Withdraw	●	Grass	Leafage
●	Normal	Horn Attack	●	Grass	Giga Drain
●	Normal	Scary Face	●	Grass	Leech Seed
●	Grass	Horn Leech	●	Ground	Rototiller
●	Fairy	Nature's Madness	●	Psychic	Zen Headbutt
●	Bug	Megahorn	●	Normal	Skull Bash
●	Steel	Iron Defense	●	Dragon	Dual Chop
●	Fight	Focus Punch	●	Grass	Worry Seed

#788 Tapu Fini



TYPE: Water / Fairy

STRENGTH ●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●●
SPECIAL ●●●●●●
INSIGHT ●●●●●●●

HEIGHT: 1.3m / 4'03"
WEIGHT: 21kg / 46 lbs

BASE HP: 4
SUGGESTED RANK: Pro

ABILITIES:
Misty Surge & Telepathy

EVOLUTIVE STAGE: Unknown.


#788

Pokédex has no data.

The people on Poni island are proud of the clean water on their land, for that they thank their guardian spirit who is said to be the ocean itself.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
●	Fairy	Misty Terrain	●	Fairy	Moonblast
●	Psychic	Heal Pulse	●	Normal	Mean Look
●	Ice	Haze	●	Ice	Mist
●	Water	Withdraw	●	Water	Water Gun
●	Water	Water Pulse	●	Water	Whirlpool
●	Water	Soak	●	Normal	Refresh
●	Water	Brine	●	Flying	Defog
●	Fairy	Nature's Madness	●	Water	Muddy Water
●	Water	Aqua Ring	●	Water	Hydro Pump
●	Steel	Iron Defense	●	Ice	Icy Wind
●	Psychic	Wonder Room	●	Dark	Knock Off

#789 Cosmog



TYPE: Psychic

STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.2m / 0'08"
WEIGHT: 0.1kg / 0.2 lbs

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES:
Unaware

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Unknown.


#789 #790 #791 #792

Pokédex has no data.

A creature like this was observed on a telescope. It is rumored to be a Pokémon from another world, but no specific details are known.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Splash	○	Psychic	Teleport

#790 Cosmoem



TYPE: Psychic

STRENGTH ●●●
DEXTERITY ●●●
VITALITY ●●●●●●●
SPECIAL ●●●
INSIGHT ●●●●●●●

HEIGHT: 0.1m / 0'04"
WEIGHT: 1 Ton / 2204 lbs

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES:
Sturdy

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Unknown.


#789 #790 #791 #792

Pokédex has no data.

The creature observed through the telescope changed shapes and remained motionless for the rest of the investigation. A strange energy was gathering on its core.

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Splash	○	Psychic	Teleport
●	Psychic	Cosmic Power			

#791 Solgaleo

TYPE: Psychic / Steel



STRENGTH	●●●●●●●
DEXTERITY	●●●●●●
VITALITY	●●●●●●
SPECIAL	●●●●●●
INSIGHT	●●●●●

HEIGHT: 3.4m / 11'02" WEIGHT: 230kg / 507 lbs

BASE HP: 7

SUGGESTED RANK: Master

ABILITIES: Full Metal Body

EVOLUTIVE STAGE: Unknown.

#789 #790 #791 #792

Pokédex has no data.

There are legends about a being that radiated with the sun, on its forehead a third eye that connected to another dimension.

RANK	TYPE	MOVE NAME
	Steel	Sunsteel Strike
	Fight	Wake-Up Slap
	Steel	Metal Claw
	Steel	Metal Sound
	Steel	Flash Cannon
	Dark	Crunch
	Grass	Solar Beam
	Fire	Flare Blitz
	Normal	Giga Impact
	Psychic	Light Screen
	Fire	Flame Charge

RANK	TYPE	MOVE NAME
	Psychic	Cosmic Power
	Psychic	Teleport
	Steel	Iron Head
	Psychic	Zen Headbutt
	Normal	Morning Sun
	Steel	Metal Burst
	Normal	Noble Roar
	Rock	Wide Guard
	Fire	Sunny Day
	Dragon	Outrage
	Steel	Iron Defense

#792 Lunala

TYPE: Psychic / Ghost



STRENGTH	●●●●●●
DEXTERITY	●●●●●●
VITALITY	●●●●●
SPECIAL	●●●●●●●
INSIGHT	●●●●●●

HEIGHT: 4m / 13'01" WEIGHT: 120kg / 264 lbs

BASE HP: 7

SUGGESTED RANK: Master

ABILITIES: Shadow Shield

EVOLUTIVE STAGE: Unknown.

#789 #790 #791 #792

Pokédex has no data.

There are legends about a being that shined with the moon, on its forehead a third eye that connected to another dimension.

RANK	TYPE	MOVE NAME
	Ghost	Moongeist Beam
	Psychic	Hypnosis
	Psychic	Confusion
	Ghost	Confuse Ray
	Ghost	Shadow Ball
	Dark	Night Daze
	Fairy	Moonblast
	Ghost	Phantom Force
	Normal	Hyper Beam
	Ice	Icy Wind
	Fire	Heat Wave

RANK	TYPE	MOVE NAME
	Psychic	Cosmic Power
	Psychic	Teleport
	Ghost	Night Shade
	Flying	Air Slash
	Fairy	Moonlight
	Psychic	Magic Coat
	Psychic	Dream Eater
	Rock	Wide Guard
	Flying	Tailwind
	Ghost	Spite
	Psychic	Reflect

UB-01 Symbiont

TYPE: Rock / Poison



STRENGTH	●●●●
DEXTERITY	●●●●●●
VITALITY	●●●●
SPECIAL	●●●●●●●
INSIGHT	●●●●●●●

HEIGHT: 1.2m / 3'11" WEIGHT: 55kg / 125 lbs

BASE HP: 5

SUGGESTED RANK: Pro

ABILITIES: Beast Boost

EVOLUTIVE STAGE: Unknown.

UB-01

Aether Foundation Log #047
We are unable to determine if the creature is sentient or not, it adapts its behaviour depending on its last host. It hasn't stoped behaving like a little girl since then, it's both unsettling and fascinating.

RANK	TYPE	MOVE NAME
	Psychic	Power Split
	Normal	Tickle
	Normal	Constrict
	Poison	Clear Smog
	Normal	Headbutt
	Poison	Toxic Spikes
	Rock	Power Gem
	Poison	Acid Spray
	Rock	Stealth Rock
	Rock	Head Smash
	Psychic	Role Play

RANK	TYPE	MOVE NAME
	Psychic	Guard Split
	Poison	Acid
	Normal	Pound
	Psychic	Psywave
	Poison	Venoshock
	Normal	Safeguard
	Psychic	Mirror Coat
	Poison	Venom Drench
	Psychic	Wonder Room
	Normal	Pain Split
	Poison	Gunk Shot

UB-02 Absortion

TYPE: Bug / Fight



STRENGTH	●●●●●●●
DEXTERITY	●●●●●
VITALITY	●●●●●●●
SPECIAL	●●●●
INSIGHT	●●●●

HEIGHT: 2.4m / 7'10" WEIGHT: 333kg / 735 lbs

BASE HP: 5

SUGGESTED RANK: Pro

ABILITIES: Beast Boost

EVOLUTIVE STAGE: Unknown.

UB-02

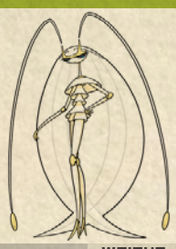
Aether Foundation Log #071
What we thought were harmless displays of strength were just the first warning signs.
Today UB-02 destroyed the truck where it was being transported, it escaped and hasn't been located.

RANK	TYPE	MOVE NAME
	Bug	Fell Stinger
	Ice	Ice Punch
	Fight	Reversal
	Normal	Comet Punch
	Fight	Bulk up
	Normal	Endure
	Dark	Taunt
	Fight	Counter
	Bug	Lunge
	Fight	Superpower
	Fight	Drain Punch
	Ground	Stomping Tantrum

RANK	TYPE	MOVE NAME
	Electric	Thunder Punch
	Fight	Power-Up Punch
	Normal	Focus Energy
	Normal	Harden
	Fight	Vital Throw
	Bug	Leech Life
	Normal	Mega Punch
	Fight	Hammer Arm
	Fight	Dynamic Punch
	Fight	Focus Punch
	Dragon	Outrage

UB-02 Beauty

TYPE: Bug / Fight



STRENGTH	●●●●●●●
DEXTERITY	●●●●●●●●
VITALITY	●●●
SPECIAL	●●●●●●●
INSIGHT	●●●

HEIGHT: 1.8m / 6'00"
WEIGHT: 25kg / 55 lbs

BASE HP: 4
SUGGESTED RANK: Pro

ABILITIES: Beast Boost

EVOLUTIVE STAGE: Unknown.


UB-02

Aether Foundation Log #012
This one also appears to be unable to enter a Pokéball, the rays just won't surround them.
This one has refused to touch anything we give to it and appears displeased by my mere presence.

RANK	TYPE	MOVE NAME
	Bug	Quiver Dance
	Fight	Low Kick
	Normal	Leer
	Normal	Swift
	Normal	Feint
	Flying	Bounce
	Psychic	Agility
	Bug	Lunge
	Normal	Me First
	Psychic	Speed Swap
	Electric	Shock Wave

RANK	TYPE	MOVE NAME
	Fight	Quick Guard
	Normal	Rapid Spin
	Fight	Double Kick
	Normal	Stomp
	Bug	Silver Wind
	Fight	Jump Kick
	Fight	Triple Kick
	Bug	Bug Buzz
	Fight	High Jump Kick
	Dark	Throat Chop
	Dragon	Outrage

UB-03 Lightning

TYPE: Electric



STRENGTH	●●●●●
DEXTERITY	●●●●●
VITALITY	●●●●●
SPECIAL	●●●●●●●●●
INSIGHT	●●●●●

HEIGHT: 3.8m / 12'06"
WEIGHT: 100kg / 220 lbs

BASE HP: 4
SUGGESTED RANK: Pro

ABILITIES: Beast Boost

EVOLUTIVE STAGE: Unknown.


UB-03

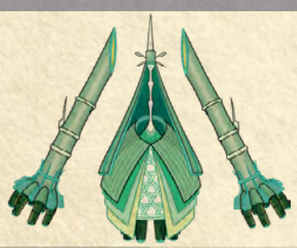
Aether Foundation Log #067
My superiors are furious. A lot of money had to be used to cover the damages UB-03 dealt in the power plant. On the bright side, it seems a lot livelier now that it appears to have recharged.

RANK	TYPE	MOVE NAME
	Bug	Tail Glow
	Electric	Charge
	Electric	Thunder Shock
	Electric	Shock Wave
	Electric	Thunder Punch
	Bug	Signal Beam
	Psychic	Hypnosis
	Electric	Electric Terrain
	Electric	Ion Deluge
	Electric	Magnet Rise
	Electric	Electroweb

RANK	TYPE	MOVE NAME
	Electric	Spark
	Normal	Wrap
	Electric	Thunder Wave
	Grass	Ingrain
	Electric	Eerie Impulse
	Electric	Thunderbolt
	Electric	Discharge
	Grass	Power Whip
	Electric	Zap Cannon
	Dark	Brutal Swing

UB-04 Blaster

TYPE: Steel / Flying



STRENGTH	●●●●●●
DEXTERITY	●●●●
VITALITY	●●●●●●
SPECIAL	●●●●●●
INSIGHT	●●●●●●

HEIGHT: 9.2m / 30'02"
WEIGHT: 1 ton /2204 lbs

BASE HP: 9
SUGGESTED RANK: Pro

ABILITIES: Beast Boost

EVOLUTIVE STAGE: Unknown.


UB-04

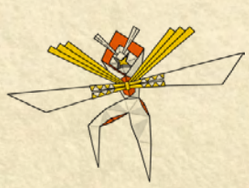
Aether Foundation Log #019
Finally some progress from the excavation site. What we thought was a 200 year-old relic turned out to be a creature capable of blasting itself into the air, we managed to restrain it, more research is due.

RANK	TYPE	MOVE NAME
	Rock	Wide Guard
	Grass	Ingrain
	Normal	Harden
	Rock	Smack Down
	Grass	Leech Seed
	Steel	Iron Head
	Steel	Flash Cannon
	Grass	Seed Bomb
	Steel	Iron Defense
	Normal	Double-Edge
	Electric	Magnet Rise

RANK	TYPE	MOVE NAME
	Flying	Air Slash
	Grass	Absorb
	Normal	Tackle
	Grass	Mega Drain
	Steel	Metal Sound
	Grass	Giga Drain
	Steel	Autotomize
	Normal	Skull Bash
	Steel	Heavy Slam
	Fire	Flame Charge
	Flying	Fly

UB-04 Blade

TYPE: Grass / Steel



STRENGTH	●●●●●●●●●
DEXTERITY	●●●●●●
VITALITY	●●●●●●●
SPECIAL	●●●●
INSIGHT	●●●

HEIGHT: 0.3?m / 1'00"
WEIGHT: 0.1kg / 0.2 lbs

BASE HP: 4
SUGGESTED RANK: Pro

ABILITIES: Beast Boost

EVOLUTIVE STAGE: Unknown.


UB-04

Aether Foundation Log #014
Its paper-thin body and agility make it too dangerous to approach without serious risk of injury.
Our team managed to immobilize it using a heat chamber, though I swear I feel its resentment to us.

RANK	TYPE	MOVE NAME
	Fight	Sacred Sword
	Fight	Vacuum Wave
	Bug	Fury Cutter
	Normal	False Swipe
	Grass	Synthesis
	Normal	Laser Focus
	Normal	Swords Dance
	Bug	X-Scissor
	Flying	Air Slash
	Normal	Guillotine
	Dark	Knock Off

RANK	TYPE	MOVE NAME
	Flying	Defog
	Flying	Air Cutter
	Normal	Cut
	Grass	Razor Leaf
	Flying	Aerial Ace
	Dark	Night Slash
	Grass	Leaf Blade
	Fight	Detect
	Psychic	Psycho Cut
	Steel	Iron Defense
	Flying	Tailwind

UB-05 Glutton

TYPE: Dark / Dragon



STRENGTH ●●●●●●
DEXTERITY ●●●●
VITALITY ●●●●
SPECIAL ●●●●●●
INSIGHT ●●●●

HEIGHT: 5.5m / 18'01" WEIGHT: 888kg/1957 lbs

BASE HP: 11 SUGGESTED RANK: Pro

ABILITIES: Beast Boost

EVOLUTIVE STAGE: Unknown.


UB-05

Aether Foundation Log #074
One disaster after another. This time we lost an entire facility, UB-05 is a monster, there is no other way to call it, it swallowed documents, vehicles and even an entire building, there is no end to its hunger.

RANK	TYPE	MOVE NAME
	Poison	Belch
	Normal	Swallow
	Dragon	Dragon Rage
	Normal	Stomp
	Bug	Steamroller
	Steel	Iron Tail
	Dark	Crunch
	Normal	Thrash
	Steel	Heavy Slam
	Dragon	Dragon Rush
	Fire	Heat Wave

RANK	TYPE	MOVE NAME
	Rock	Wide Guard
	Normal	Stockpile
	Dark	Bite
	Dark	Brutal Swing
	Dragon	Dragon Tail
	Ground	Stomping Tantrum
	Fight	Hammer Arm
	Poison	Gastro Acid
	Normal	Wring Out
	Dragon	Outrage
	Dragon	Draco Meteor

#800 Necrozma

TYPE: Psychic



STRENGTH ●●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●●
SPECIAL ●●●●●●●
INSIGHT ●●●●●

HEIGHT: 2.4m / 8'00" WEIGHT: 230kg / 507 lbs

BASE HP: 4 SUGGESTED RANK: Pro

ABILITIES: Prism Armor

EVOLUTIVE STAGE: Unknown.


#800

Aether Foundation Log #179
First it was just a passing shadow, a shady lurker on the other side of the abyss, but then today it made an appearance. the creature attached itself to our light sources, depleting them until it was all in darkness.

RANK	TYPE	MOVE NAME
	Fairy	Moonlight
	Electric	Charge Beam
	Steel	Metal Claw
	Normal	Slash
	Rock	Rock Blast
	Psychic	Gravity
	Rock	Power Gem
	Psychic	Photon Geyser
	Steel	Iron Defense
	Psychic	Prismatic Laser
	Ghost	Shadow Claw

RANK	TYPE	MOVE NAME
	Normal	Morning Sun
	Steel	Mirror Shot
	Psychic	Confusion
	Psychic	Stored Power
	Dark	Night Slash
	Psychic	Psycho Cut
	Steel	Autotomize
	Rock	Stealth Rock
	Normal	Wring Out
	Dragon	Outrage
	Electric	Magnet Rise

Necrozma Dusk Mane

TYPE: Psychic / Steel



STRENGTH ●●●●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●●●
SPECIAL ●●●●●●
INSIGHT ●●●●●●

HEIGHT: 3.8m / 12'06" WEIGHT: 460kg/1014 lbs

BASE HP: 4 SUGGESTED RANK: Master

ABILITIES: Prism Armor

EVOLUTIVE STAGE: Unknown.


#800

Aether Foundation Log #182
The shadowy creature is in pain, and it hungers for any light it can find.
I wonder how would it fare on the other side, back in our world. Would the sunlight ease its spirit or release a terrible monster?

RANK	TYPE	MOVE NAME
	Fairy	Moonlight
	Electric	Charge Beam
	Steel	Metal Claw
	Normal	Slash
	Rock	Rock Blast
	Psychic	Gravity
	Rock	Power Gem
	Psychic	Photon Geyser
	Steel	Iron Defense
	Psychic	Prismatic Laser
	Ghost	Shadow Claw
	Steel	Sunsteel Strike

RANK	TYPE	MOVE NAME
	Normal	Morning Sun
	Steel	Mirror Shot
	Psychic	Confusion
	Psychic	Stored Power
	Dark	Night Slash
	Psychic	Psycho Cut
	Steel	Autotomize
	Rock	Stealth Rock
	Normal	Wring Out
	Dragon	Outrage
	Electric	Magnet Rise

Necrozma Dawn Wings

TYPE: Psychic / Ghost



STRENGTH ●●●●●●
DEXTERITY ●●●●●
VITALITY ●●●●●●
SPECIAL ●●●●●●●●
INSIGHT ●●●●●●●

HEIGHT: 4.2m / 13'09" WEIGHT: 350kg / 771 lbs

BASE HP: 4 SUGGESTED RANK: Master

ABILITIES: Prism Armor

EVOLUTIVE STAGE: Unknown.


#800

Aether Foundation Log #182
The shadowy creature is in pain, and it hungers for any light it can find.
I wonder how would it fare on the other side, back in our world. Would the moonlight ease its spirit or release a terrible monster?

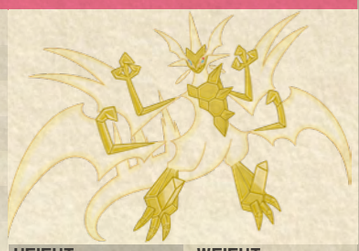
RANK	TYPE	MOVE NAME
	Fairy	Moonlight
	Electric	Charge Beam
	Steel	Metal Claw
	Normal	Slash
	Rock	Rock Blast
	Psychic	Gravity
	Rock	Power Gem
	Psychic	Photon Geyser
	Steel	Iron Defense
	Psychic	Prismatic Laser
	Ghost	Shadow Claw
	Ghost	Moongeist Beam

RANK	TYPE	MOVE NAME
	Normal	Morning Sun
	Steel	Mirror Shot
	Psychic	Confusion
	Psychic	Stored Power
	Dark	Night Slash
	Psychic	Psycho Cut
	Steel	Autotomize
	Rock	Stealth Rock
	Normal	Wring Out
	Dragon	Outrage
	Electric	Magnet Rise

Necrozma Ultra Burst

TYPE: Psychic / Dragon

RANK	TYPE	MOVE NAME
	Fairy	Moonlight
	Electric	Charge Beam
	Steel	Metal Claw
	Normal	Slash
	Rock	Rock Blast
	Psychic	Gravity
	Rock	Power Gem
	Psychic	Photon Geyser
	Steel	Iron Defense
	Psychic	Prismatic Laser
	Dragon	Dragon Pulse
	Ghost	Moongeist Beam
	Normal	Morning Sun
	Steel	Mirror Shot
	Psychic	Confusion
	Psychic	Stored Power
	Dark	Night Slash
	Psychic	Psycho Cut
	Steel	Autotomize
	Rock	Stealth Rock
	Normal	Wring Out
	Dragon	Outrage
	Steel	Sunsteel Strike



HEIGHT: 7.5m / 24'07" WEIGHT: 230kg / 507 lbs

Aether Foundation S.O.S Message (Recovered)
Alert to national authorities we had a serious breach of security! This is an emergency! Close the port- (White Noise).

STRENGTH ●●●●●●●●
DEXTERITY ●●●●●●●
VITALITY ●●●●●●
SPECIAL ●●●●●●●●
INSIGHT ●●●●●●

BASE HP: 5 SUGGESTED RANK: Master

ABILITIES: Neuro Force

EVOLUTIVE STAGE: Unknown.


#801

#801 Magearna

TYPE: Steel / Fairy



HEIGHT: 1m / 3'03" WEIGHT: 80kg / 177 lbs

Pokédex has no data.

500 years ago a famous scientist left a manuscript with details on how to create a mechanic Pokémon. His investigation led to the creation of the modern Pokéball.

STRENGTH ●●●●●●
DEXTERITY ●●●●
VITALITY ●●●●●●
SPECIAL ●●●●●●●
INSIGHT ●●●●●●

BASE HP: 4 SUGGESTED RANK: Pro

ABILITIES: Soul-Heart

EVOLUTIVE STAGE: Unknown.


#801

RANK	TYPE	MOVE NAME
	Fairy	Crafty Shield
	Steel	Shift Gear
	Normal	Helping Hand
	Normal	Defense Curl
	Normal	Lucky Chant
	Steel	Mirror Shot
	Steel	Flash Cannon
	Steel	Iron Defense
	Psychic	Synchronoise
	Psychic	Heart Swap
	Normal	Heal Bell
	Fairy	Dazzling Gleam
	Steel	Gear Up
	Steel	Iron Head
	Normal	Sonic Boom
	Psychic	Psybeam
	Ice	Aurora Beam
	Normal	Mind Reader
	Fairy	Fleur Cannon
	Normal	Pain Split
	Fight	Aura Sphere
	Normal	Trump Card
	Electric	Magnet Rise

#802 Marshadow

TYPE: Fight / Ghost



HEIGHT: 0.7m / 2'04" WEIGHT: 22kg / 48 lbs

Pokédex has no data.

There is an old children's story about a boy who lost his shadow and the shadow became a Pokémon.
It is debated which Pokémon the story is making mention of.

STRENGTH ●●●●●●●
DEXTERITY ●●●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●

BASE HP: 4 SUGGESTED RANK: Pro

ABILITIES: Technician

EVOLUTIVE STAGE: Unknown.


#802

RANK	TYPE	MOVE NAME
	Normal	Laser Focus
	Fire	Fire Punch
	Electric	Thunder Punch
	Fight	Counter
	Ghost	Shadow Sneak
	Normal	Feint
	Normal	Copycat
	Psychic	Role Play
	Normal	Psych Up
	Fight	Close Combat
	Normal	Endeavor
	Poison	Poison Jab
	Dark	Assurance
	Ice	Ice Punch
	Fight	Drain Punch
	Dark	Pursuit
	Fight	Force Palm
	Fight	Rolling Kick
	Ghost	Shadow Puch
	Fight	Jump Kick
	Ghost	Spectral Thief
	Dark	Sucker Punch
	Dark	Throat Chop
	Fight	Superpower

UB- Adhesive

TYPE: Poison



HEIGHT: 0.6m / 2'00" WEIGHT: 2kg / 4 lbs

Aether Foundation Log #162
Thanks to the Recon Squad we've managed to secure a location on the other side. UB- Adhesive have been a great help: their intelligence and friendliness would make them very popular in our world.

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

BASE HP: 3 SUGGESTED RANK: Amateur

ABILITIES: Beast Boost

EVOLUTIVE STAGE: Unknown.


UB-

RANK	TYPE	MOVE NAME
	Dragon	Dragon Pulse
	Normal	Growl
	Poison	Acid
	Poison	Venoshock
	Poison	Venom Drench
	Poison	Poison Jab
	Bug	Fell Stinger
	Steel	Iron Tail
	Flying	Peck
	Normal	Helping Hand
	Normal	Fury Attack
	Fairy	Charm
	Dark	Nasty Plot
	Poison	Toxic
	Poison	Gastro Acid
	Bug	Signal Beam

UB- Stinger

TYPE: Poison / Dragon



RANK	TYPE	MOVE NAME
	Flying	Air Cutter
	Flying	Peck
	Normal	Helping Hand
	Normal	Fury Attack
	Fairy	Charm
	Dark	Nasty Plot
	Poison	Toxic
	Flying	Air Slash
	Poison	Gunk Shot
	Flying	Sky Attack

RANK	TYPE	MOVE NAME
	Dragon	Dragon Pulse
	Normal	Growl
	Poison	Acid
	Poison	Venoshock
	Poison	Venom Drench
	Poison	Poison Jab
	Bug	Fell Stinger
	Dragon	Draco Meteor
	Flying	Tailwind

STRENGTH ●●●●●
DEXTERITY ●●●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●●●
INSIGHT ●●●●●

HEIGHT: 3.6m / 11'10"
WEIGHT: 150kg / 330 lbs

BASE HP: 5
SUGGESTED RANK: Pro

ABILITIES: Beast Boost

EVOLUTIVE STAGE: Unknown.


UB-

Aether Foundation Log #164
One specimen of UB- Adhesive has apparently evolved. Its friendly demeanor is gone. The large streams of corrosive poison it shot seriously damaged our equipment, I must take a sample to study it.

UB- Assembly

TYPE: Rock / Steel



RANK	TYPE	MOVE NAME
	Normal	Protect
	Rock	Rock Slide
	Normal	Bide
	Rock	Rock Throw
	Steel	Iron Defense
	Rock	Rock Blast
	Normal	Double-Edge
	Psychic	Zen Headbutt

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Rock	Stealth Rock
	Normal	Take Down
	Steel	Autotomize
	Steel	Iron Head
	Rock	Wide Guard
	Electric	Magnet Rise
	Psychic	Trick Room

STRENGTH ●●●●●●●
DEXTERITY ●●
VITALITY ●●●●●●●●●●
SPECIAL ●●●●
INSIGHT ●●●●●●

HEIGHT: 5.5m / 18'01"
WEIGHT: 820kg/1807lbs

BASE HP: 6
SUGGESTED RANK: Pro

ABILITIES: Beast Boost

EVOLUTIVE STAGE: Unknown.


UB-

Aether Foundation Log #132
We are finally on the other side. It has been so exciting. What we thought were the ruins of an abandoned civilization turned out to be small sentient creatures that stacked on each other to create a big UB.

UB- Burst

TYPE: Fire / Ghost



RANK	TYPE	MOVE NAME
	Fire	Ember
	Psychic	Magic Coat
	Fire	Flame Burst
	Psychic	Light Screen
	Fire	Fire Blast
	Psychic	Trick
	Normal	Explosion
	Fire	Heat Wave

RANK	TYPE	MOVE NAME
	Ghost	Astonish
	Psychic	Stored Power
	Ghost	Night Shade
	Psychic	Calm Mind
	Ghost	Shadow Ball
	Fire	Mind Blown
	Ghost	Spite

STRENGTH ●●●●●●●
DEXTERITY ●●●●●●
VITALITY ●●●●
SPECIAL ●●●●●●●●
INSIGHT ●●●●●

HEIGHT: 1.8m / 6'00"
WEIGHT: 13kg / 28 lbs

BASE HP: 4
SUGGESTED RANK: Pro

ABILITIES: Beast Boost

EVOLUTIVE STAGE: Unknown.


UB-

Aether Foundation Log #121
It was horrible and so fast I could barely take a picture of the UB specimen. As soon as the portal opened it slithered through it, got close to one of the team members and exploded. His state is critical, the UB disappeared.

#807 Zeraora

TYPE: Electric



RANK	TYPE	MOVE NAME
	Normal	Scratch
	Dark	Hone Claws
	Normal	Fury Swipes
	Dark	Snarl
	Electric	Charge
	Normal	Slash
	Fight	Quick Guard
	Fight	Close Combat
	Fire	Fire Punch
	Dragon	Dual Chop

RANK	TYPE	MOVE NAME
	Electric	Spark
	Normal	Quick Attack
	Electric	Volt Switch
	Normal	Fake Out
	Electric	Thunder Punch
	Electric	Wild Charge
	Electric	Plasma Fists
	Electric	Discharge
	Fight	Drain Punch

STRENGTH ●●●●●●
DEXTERITY ●●●●●●●●
VITALITY ●●●●●
SPECIAL ●●●●●●
INSIGHT ●●●●●

HEIGHT: 1.5m / 5'00"
WEIGHT: 44kg / 98 lbs

BASE HP: 4
SUGGESTED RANK: Pro

ABILITIES: Volt Absorb

EVOLUTIVE STAGE: Unknown.


#807

Pokédex has no data.
An unfriendly creature was spotted in Alola, witnesses mentioned ilt electrified its claws and tore its foes apart with them. It disappeared into the wilderness and has not been reported again.

#808 Meltan

TYPE: Steel

RANK	TYPE	MOVE NAME
1	Electric	Thunder Shock
2	Normal	Tail Whip
3	Electric	Thunder Wave
4	Steel	Flash Cannon
5	Steel	Gyro Ball

RANK	TYPE	MOVE NAME
1	Normal	Harden
2	Normal	Headbutt
3	Poison	Acid Armor
4	Normal	Protect
5	Steel	Steel Beam



STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●○○

HEIGHT: 0'08" / 0.2 m
WEIGHT: 17 lb / 8kg

BASE HP: 3
SUGGESTED RANK: Amateur

ABILITIES: Magnet Pull

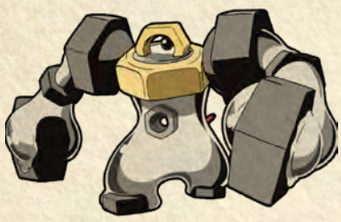
Hex Nut Pokémon
They are elusive as they can liquify their body to move through small spaces. They live in groups, but when the time comes, one strong Meltan will absorb all the others and evolve.

EVOLUTIVE STAGE: First..
EVOLUTION TIME: Unknown.



#809 Melmetal

TYPE: Steel



STRENGTH ●●●●○○○○
DEXTERITY ●○○
VITALITY ●●●●○○○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 8'02"/ 2.5 m
WEIGHT: 1765 lbs/800kg

BASE HP: 6
SUGGESTED RANK: Pro

ABILITIES: Iron Fist

Hex Nut Pokémon
There is an ancient myth that a Pokémon once taught a group of humans how to work the iron, melt it and shape it into tools; but it was punished for this and cast away, never to be seen again.

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME
1	Electric	Thunder Punch
2	Normal	Harden
3	Normal	Headbutt
4	Poison	Acid Armor
5	Normal	Mega Punch
6	Electric	Discharge
7	Fight	Superower
8	Normal	Hyper Beam
9	Normal	Giga Impact

RANK	TYPE	MOVE NAME
1	Electric	Thunder Shock
2	Normal	Tail Whip
3	Electric	Thunder Wave
4	Steel	Flash Cannon
5	Normal	Protect
6	Fight	Dynamic Punch
7	Steel	Double Iron Bash
8	Ground	High Horsepower
9	Normal	Self Destruct

#810 Grookey

TYPE: Grass

RANK	TYPE	MOVE NAME
1	Normal	Scratch
2	Grass	Branch Poke
3	Grass	Razor Leaf
4	Dark	Knock Off
5	Normal	Uproar
6	Normal	Endeavor
7	Normal	Fake Out

RANK	TYPE	MOVE NAME
1	Normal	Growl
2	Dark	Taunt
3	Normal	Screech
4	Normal	Slam
5	Grass	Wood Hammer
6	Grass	Grass Pledge
7	Grass	Leech Seed



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●○○

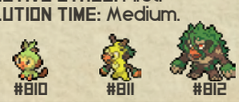
HEIGHT: 1'00" / 0.3m
WEIGHT: 11.0lbs / 5kg

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Overgrow

Chimp Pokémon
They spend their early days looking for a stick with a certain sound, it then uses the stick to create rythmic beats that makes plan glow and grow. Grookey are enthusiastic and kind creatures that love music.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



#811 Thwakey

TYPE: Grass



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 2'04"/ 0.7m
WEIGHT: 31lbs / 14kg

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Overgrow

Beat Pokémon
Thwakeys are passionate about their drumming, they can get so caught up in their music that they don't notice the battle is already over. The faster they can beat their drums, the stronger they are.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME
1	Normal	Double Hit
2	Normal	Growl
3	Dark	Taunt
4	Normal	Screech
5	Normal	Slam
6	Grass	Wood Hammer
7	Normal	Fake Out
8	Grass	Leech Seed

RANK	TYPE	MOVE NAME
1	Normal	Scratch
2	Grass	Branch Poke
3	Grass	Razor Leaf
4	Dark	Knock Off
5	Normal	Uproar
6	Normal	Endeavor
7	Flying	Acrobatics

#812 Rillaboom

TYPE: Grass



HEIGHT: 7'00"/ 2.1m
WEIGHT: 200 lb / 90kg

Drummer Pokémon
The leader owns the largest drum among its troop and has the best drumming technique which makes roots sprout to attack its foes. But they are peaceful and kind, creatures that value harmony in their group.

STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

BASE HP: 6
SUGGESTED RANK: Ace

ABILITIES: Overgrow

EVOLUTIVE STAGE: Final.


#810 #811 #812

RANK	TYPE	MOVE NAME
	Grass	Drum Beating
	Grass	Grassy Terrain
	Normal	Scratch
	Grass	Branch Poke
	Grass	Razor Leaf
	Dark	Knock Off
	Normal	Uproar
	Normal	Endeavor
	Normal	Growth
	Grass	Frenzy Plant

RANK	TYPE	MOVE NAME
	Normal	Double Hit
	Normal	Noble Roar
	Normal	Growl
	Dark	Taunt
	Normal	Screech
	Normal	Slam
	Grass	Wood Hammer
	Normal	Boomburst
	Normal	Nature Power

#813 Scorbunny

TYPE: Fire



HEIGHT: 1'00" / 0.3m
WEIGHT: 10 lb/ 4.5kg

Rabbit Pokémon
Scorbunny is small and energetic, they love to run in large fields from one side to another for hours.
There are heat pads on its feet and nose, as it runs or battles they can get burning hot.

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Blaze

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#813 #814 #815

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Fire	Ember
	Fight	Double Kick
	Psychic	Agility
	Fight	Counter
	Normal	Double-Edge
	Ground	Sand Attack

RANK	TYPE	MOVE NAME
	Normal	Growl
	Normal	Quick Attack
	Fire	Flame Charge
	Normal	Headbutt
	Flying	Bounce
	Fire	Fire Pledge
	Normal	Super Fang

#814 Raboot

TYPE: Fire



HEIGHT: 2'00" / 0.6m
WEIGHT: 20 lb / 9kg

Rabbit Pokémon
This Pokémon loves to kick and trains each day to get better at it. Its fur is now very thick, some debate it is to protect it from the cold weather others say it is to produce hotter flames.

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Blaze

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.


#813 #814 #815

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Fire	Ember
	Fight	Double Kick
	Psychic	Agility
	Fight	Counter
	Normal	Double-Edge
	Fight	High Jump Kick

RANK	TYPE	MOVE NAME
	Normal	Growl
	Normal	Quick Attack
	Fire	Flame Charge
	Normal	Headbutt
	Flying	Bounce
	Normal	Work Up
	Dark	Sucker Punch

#815 Cinderace

TYPE: Fire



HEIGHT: 4'07" / 1.4m
WEIGHT: 72 lbs / 33kg

Striker Pokémon
They are con dent and boastful of their abilities. They take a pebble and light it on fire to create a scorching weapon they kick towards their foes. They can grow arrogant if they feel cheered on.

STRENGTH ●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Blaze

EVOLUTIVE STAGE: Final.


#813 #814 #815

RANK	TYPE	MOVE NAME
	Fire	Pyro Ball
	Normal	Tackle
	Fire	Ember
	Fight	Double Kick
	Psychic	Agility
	Fight	Counter
	Normal	Double-Edge
	Fight	High Jump Kick
	Fire	Blast Burn

RANK	TYPE	MOVE NAME
	Normal	Feint
	Normal	Growl
	Normal	Quick Attack
	Fire	Flame Charge
	Normal	Headbutt
	Flying	Bounce
	Normal	Court Change
	Normal	Mega Kick

#816 Sobble

TYPE: Water



RANK	TYPE	MOVE NAME
	Normal	Pound
	Water	Water Gun
	Water	Water Pulse
	Dark	Sucker Punch
	Water	Liquidation
	Water	Rain Dance
	Ice	Mist

RANK	TYPE	MOVE NAME
	Normal	Growl
	Normal	Bind
	Normal	Tearful Look
	Bug	U-Turn
	Water	Soak
	Normal	Double Team
	Water	Water Pledge

STRENGTH ●○○
DEXTERITY ●●○○○
VITALITY ●○○
SPECIAL ●●○○○
INSIGHT ●○○

HEIGHT: 1'00" 0.3m
WEIGHT: 8 lb /4kg

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Torrent

Water Lizard Pokémon
This shy Pokémon does not like to attrack too much attention. It hides in shallow pools of water.. When it feels threatened it cries and its tears pack release a chemical that will make its foes cry too.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



#817 Drizzile

TYPE: Water



RANK	TYPE	MOVE NAME
	Normal	Pound
	Water	Water Gun
	Water	Water Pulse
	Dark	Sucker Punch
	Water	Liquidation
	Water	Rain Dance
	Ice	Haze

RANK	TYPE	MOVE NAME
	Normal	Growl
	Normal	Bind
	Normal	Tearful Look
	Bug	U-Turn
	Water	Soak
	Normal	Double Team
	Water	Aqua Jet

STRENGTH ●●○
DEXTERITY ●●○○○
VITALITY ●●○
SPECIAL ●●●○○
INSIGHT ●●○

HEIGHT: 2'04"/ 0.7m
WEIGHT: 25lbs / 12kg

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Torrent

Water Lizard Pokémon
Its demeanor changes drastically from shy to aloof and lazy. It can create water balloons with the moisture secreted from its paws. It is incredibly intelligent and is known to lay traps for others in the wild.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.



#818 Inteleon

TYPE: Water



RANK	TYPE	MOVE NAME
	Water	Snipe Shot
	Normal	Pound
	Water	Water Gun
	Water	Water Pulse
	Dark	Sucker Punch
	Water	Liquidation
	Water	Rain Dance
	Ice	Ice Shard
	Water	Hydro Cannon

RANK	TYPE	MOVE NAME
	Flying	Acrobatics
	Normal	Growl
	Normal	Bind
	Normal	Tearful Look
	Bug	U-Turn
	Water	Soak
	Water	Hydro Pump
	Bug	Fell Stinger

STRENGTH ●●○○○
DEXTERITY ●●●○○○○
VITALITY ●●○○
SPECIAL ●●●○○○○
INSIGHT ●●○○

HEIGHT: 6'03" / 1.9m
WEIGHT: 99lbs / 45kg

BASE HP: 5
SUGGESTED RANK: Pro

ABILITIES: Torrent

Secret Agent Pokémon
Its fingertips can create quick jets of water that travel at incredibly high speeds, these jets can even pierce thick metal plates. It usually hunts from a high place, shoots, and then glides down to eat its prey.

EVOLUTIVE STAGE: Final.



#819 Skwovet

TYPE: Normal



RANK	TYPE	MOVE NAME
	Normal	Tackle
	Dark	Bite
	Normal	Stockpile
	Normal	Spit Up
	Psychic	Rest
	Grass	Bullet Seed
	Poison	Belch
	Rock	Rollout

RANK	TYPE	MOVE NAME
	Normal	Tail Whip
	Normal	Stuff Cheeks
	Normal	Swallow
	Normal	Body Slam
	Fight	Counter
	Normal	Super Fang
	Normal	Defense Curl
	Dark	Crunch

STRENGTH ●●○
DEXTERITY ●○○
VITALITY ●●○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 1'00" / 0.3m
WEIGHT: 5 lbs / 2.5kg

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Cheek Pouch

Cheeky Pokémon
They love to feed on berries and nuts they store on their cheeks, they can get very anxious if its cheeks are empty. If you feed one of them they will follow you and call for others so you feed them as well

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



#820 Greedent

TYPE: Normal



HEIGHT: 2'00" / 0.6m
WEIGHT: 13lbs /6kg

STRENGTH ●●●○○
DEXTERITY ●○○
VITALITY ●●●○○
SPECIAL ●●○○
INSIGHT ●●○○○

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Cheek Puch & Gluttony

Greedy Pokémon
They are a little dim-witted as they think on nothing but eating. Greedent hide and store berries on their tails, many of them fall of, becoming new trees the next year. Their teeth are very strong.

EVOLUTIVE STAGE: Final.


#819

#820

RANK	TYPE	MOVE NAME
○	Normal	Covet
●	Normal	Tail Whip
●	Normal	Stuff Cheeks
●	Normal	Swallow
●	Normal	Body Slam
◐	Fight	Counter
◐	Normal	Super Fang
◉	Normal	Last Resot
◉	Dark	Crunch

RANK	TYPE	MOVE NAME
○	Normal	Tackle
●	Dark	Bite
●	Normal	Stockpile
●	Normal	Spit Up
◐	Psychic	Rest
◐	Grass	Bullet Seed
◐	Poison	Belch
◉	Normal	Belly Drum

#821 Rookidee

TYPE: Flying



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0'08" / 0.2m
WEIGHT: 4 lbs / 2kg

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Keen Eye & Unnerve

Tiny Bird Pokémon
Feisty little creatures, Rookidee are know for challenging foes much larger than themselves, and even if they are defeated they don't give up and try again later. They use their small size as an advantage.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#821

#822

#823

RANK	TYPE	MOVE NAME
○	Flying	Peck
●	Dark	Power Trip
●	Normal	Fury Attack
●	Dark	Taunt
◐	Flying	Drill Peck
◐	Flying	Brave Bird
◉	Flying	Defog

RANK	TYPE	MOVE NAME
○	Normal	Leer
●	Dark	Hone Claws
●	Flying	Pluck
●	Normal	Scary Face
◐	Normal	Swagger
◉	Ghost	Spite
◉	Ground	Sand Attack

#822 Corvisquire

TYPE: Flying



STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●○○

HEIGHT: 2'07"/ 0.8m
WEIGHT: 35 lbs /16kg

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Keen Eye & Big Pecks

Raven Pokémon
They are smart enough to use tools in battle, these Pokémon have been seen picking up rocks and flinging them or using ropes to wrap up foes. They choose their battles carefully and do not retreat.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.


#821

#822

#823

RANK	TYPE	MOVE NAME
●	Flying	Peck
●	Dark	Power Trip
●	Normal	Fury Attack
●	Dark	Taunt
◐	Flying	Drill Peck
◐	Flying	Brave Bird
◉	Flying	Tailwind

RANK	TYPE	MOVE NAME
●	Normal	Leer
●	Dark	Hone Claws
●	Flying	Pluck
●	Normal	Scary Face
◐	Normal	Swagger
◉	Flying	Roost
◉	Fight	Rock Smash

#823 Corviknight

TYPE: Flying Steel



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 7'03" / 2.2m
WEIGHT: 165 lbs / 75kg

BASE HP: 6
SUGGESTED RANK: Ace

ABILITIES: Pressure & Mirror Armor

Raven Pokémon
With their great intellect and flying skills, these Pokémon very successfully take the place as the kings of the Galarian sky. When they fly, they cast giant shadows that strike fear upon foes and friends alike.

EVOLUTIVE STAGE: Final.


#821

#822

#823

RANK	TYPE	MOVE NAME
●	Flying	Peck
●	Steel	Steel Wing
●	Steel	Metal Sound
●	Dark	Hone Claws
●	Flying	Pluck
◐	Normal	Scary Face
◐	Normal	Swagger
◉	Flying	Roost
◉	Steel	Steel Beam

RANK	TYPE	MOVE NAME
●	Normal	Leer
●	Steel	Iron defense
●	Dark	Power Trip
●	Normal	Fury Attack
◐	Dark	Taunt
◐	Flying	Drill Peck
◐	Flying	Brave Bird
◉	Flying	Sky Attack

#824 Blipbug

TYPE: Bug

RANK	TYPE	MOVE NAME
Lv.	Bug	Struggle Bug
Lv.	Normal	Supersonic
Lv.	Bug	Sticky Web
Lv.	Bug	Infestation



STRENGTH ●○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●●○○

HEIGHT: 1'04" / 0.4m
WEIGHT: 17 lbs / 8kg

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Swarm & Compoundeyes

Larva Pokémon
Often found in gardens, Blipbug has hairs on its body that it uses to assess its surroundings. They are very smart and easy to teach but they are not very strong and other Pokémon bully them often.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Fast.



#825 Dottler

TYPE: Bug / Psychic



STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1'04" / 0.4m
WEIGHT: 43 lbs / 19kg

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES: Swarm & Compoundeyes

Radome Pokémon
It grows into its final stage inside a hard shell. It barely moves and it won't eat or drink during this time, due to this many believe it to be dead until its psychic powers awaken and it starts communicating telepathically.

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME
Lv.	Bug	Struggle Bug
Lv.	Psychic	Light Screen
Lv.	Bug	Sticky Web
Lv.	Bug	Infestation
Lv.	Psychic	Confusion
Lv.	Psychic	Reflect
Lv.	Normal	Supersonic

#826 Orbeetle

TYPE: Bug / Psychic



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○○

HEIGHT: 1'04" / 0.4m
WEIGHT: 90 lbs /41kg

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Swarm & Frisk

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME
Lv.	Bug	Struggle Bug
Lv.	Psychic	Light Screen
Lv.	Ghost	Confuse Ray
Lv.	Psychic	Agility
Lv.	Psychic	Hypnosis
Lv.	Bug	Bug Buzz
Lv.	Psychic	Psychic
Lv.	Psychic	Calm Mind
Lv.	Bug	Infestation
Lv.	Psychic	Imprison
Lv.	Psychic	Confusion
Lv.	Psychic	Reflect
Lv.	Psychic	Magic Coat
Lv.	Psychic	Psybeam
Lv.	Psychic	Ally Switch
Lv.	Psychic	Mirror Coat
Lv.	Normal	After You
Lv.	Psychic	Psychic Terrain
Lv.	Normal	Recover

#827 Nickit

TYPE: Dark



STRENGTH ●○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 2'00" / 0.6m
WEIGHT: 20 lbs / 9kg

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Run Away & Unburden

Fox Pokémon
Cunning and cautious, Nickit survive by stealing food. It erases its tracks with swipes of its tail so it's very difficult to track one. They have thrived in the cities and come at night to steal from stores.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME
Lv.	Normal	Quick Attack
Lv.	Dark	Beat Up
Lv.	Dark	Snarl
Lv.	Dark	Nasty Plot
Lv.	Dark	Night Slash
Lv.	Dark	Foul Play
Lv.	Dark	Knock Off
Lv.	Normal	Tail Whip
Lv.	Dark	Hone Claws
Lv.	Dark	Assurance
Lv.	Dark	Sucker Punch
Lv.	Normal	Tail Slap
Lv.	Fairy	Play Rough
Lv.	Dark	Fake Tears

#828 Thievul

TYPE: Dark

RANK	TYPE	MOVE NAME
	Dark	Thief
	Dark	Hone Claws
	Dark	Beat Up
	Dark	Assurance
	Dark	Sucker Punch
	Normal	Tail Slap
	Dark	Parting Shot
	Dark	Dark Pulse

RANK	TYPE	MOVE NAME
	Normal	Quick Attack
	Normal	Tail Whip
	Dark	Snarl
	Dark	Nasty Plot
	Dark	Night Slash
	Dark	Foul Play
	Fight	Quick Guard
	Flying	Acrobatics



HEIGHT: 4'00" / 1.2m
WEIGHT: 44 lbs / 20kg

Fox Pokémon
They have long been hunted down by packs of Boltund because of all the trouble they cause in human settlements. They are experts at stealing food and Pokémon eggs, never leaving a trace behind.

STRENGTH ●●○
DEXTERITY ●●○○
VITALITY ●●○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES:
Run Away & Unburden

EVOLUTIVE STAGE: Final.


#827

#828

#829 Gossifleur

TYPE: Grass



HEIGHT: 1'04" / 0.4m
WEIGHT: 5 lbs / 2kg

Flowering Pokémon
You'll find them in fields, basking in the sun, they let the wind sway them while they sing a joyful song. Afterwards their flowers bloom and glow. This delightful display makes it very popular among Trainers.

STRENGTH ●○○
DEXTERITY ●○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●○○

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES:
Cotton Down & Regenerator

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#829

#830

RANK	TYPE	MOVE NAME
	Grass	Leafage
	Normal	Rapid Spin
	Grass	Razor Leaf
	Grass	Leaf Tornado
	Normal	Hyper Voice
	Grass	Leaf Storm
	Grass	Leech Seed

RANK	TYPE	MOVE NAME
	Normal	Sing
	Normal	Sweet Scent
	Normal	Round
	Grass	Synthesis
	Grass	Aromatherapy
	Normal	Growth
	Poison	Poison Powder

#830 Eldegoss

TYPE: Grass

RANK	TYPE	MOVE NAME
	Grass	Leafage
	Normal	Sing
	Normal	Sweet Scent
	Normal	Round
	Grass	Synthesis
	Grass	Aromatherapy
	Grass	Cotton Guard
	Fairy	Charm

RANK	TYPE	MOVE NAME
	Grass	Cotton Spore
	Normal	Rapid Spin
	Grass	Razor Leaf
	Grass	Leaf Tornado
	Normal	Hyper Voice
	Grass	Leaf Storm
	Grass	Grassy Terrain
	Grass	Leech Seed



HEIGHT: 1'08" / 0.5m
WEIGHT: 5 lbs / 2kg

Cotton Bloom Pokémon
The cotton it produces has a glossy finish so clothes made with it are insanely expensive. In nature they are calm and selfless Pokémon who allow others to take nourishment from the cotton seeds in their head.

STRENGTH ●●○
DEXTERITY ●●○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●●○○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES:
Cotton Down & Regenerator

EVOLUTIVE STAGE: Final.


#829

#830

#831 Wooloo

TYPE: Normal



HEIGHT: 2'00" / 0.6m
WEIGHT: 13lbs / 6kg

Sheep Pokémon
Woolo's wool is incredibly resilient, it serves as a cushion when they fall from high mountain cliffs. They need to be sheared or their wool will be too heavy to move. A sweater made with this wool will last for a lifetime.

STRENGTH ●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●○○

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES:
Fluffy & Run Away

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#831

#832

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Normal	Defense Curl
	Psychic	Guard Split
	Normal	Headbutt
	Psychic	Guard Swap
	Grass	Cotton Guard
	Normal	Substitute
	Normal	Sleep Talk

RANK	TYPE	MOVE NAME
	Normal	Growl
	Normal	Copycat
	Fight	Double Kick
	Normal	Take Down
	Fight	Reversal
	Normal	Double-Edge
	Psychic	Rest

#832 Dubwool

TYPE: Normal



HEIGHT: 4'03" / 1.3m
WEIGHT: 95lbs / 45kg

Sheep Pokémon
Humble and calm, their wool has springy properties. A king in ancient times ordered a carpet made from 100 Dubwool, when it was done, those who step on it started to bounce the moment they set foot on it.

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○
SPECIAL ●●○○
INSIGHT ●●○○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES:
Bulletproof & Steadfast

EVOLUTIVE STAGE: Final.


#831

#832

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Tackle	●	Normal	Growl
●	Normal	Defense Curl	●	Normal	Copycat
●	Psychic	Guard Split	●	Fight	Double Kick
●	Normal	Headbutt	●	Normal	Take Down
●	Psychic	Guard Swap	●	Fight	Reversal
●	Grass	Cotton Guard	●	Normal	Double-Edge
●	Normal	Last Resort	●	Flying	Bounce
●	Psychic	Agility	●	Normal	Protect

#833 Chewtle

TYPE: Water



HEIGHT: 1'00" / 0.3m
WEIGHT: 18 lbs / 8.5kg

Snapping Pokémon
It uses its horn as its primary weapon, but it has a reputation as a biter. Apparently its gums are itchy and the only way to soothe them is biting and chewing on stuff. It is kinda cranky but relatively harmless.

STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●○○

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES:
Strong Jaw & Shell Armor

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#833

#834

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Tackle	●	Water	Water Gun
●	Dark	Bite	●	Normal	Protect
●	Normal	Headbutt	●	Fight	Counter
●	Dark	Jaw Lock	●	Water	Liquidation
●	Normal	Body Slam	●	Ice	Ice Fang
●	Poison	Gastro Acid	●	Dragon	Dragon Tail

#834 Drednaw

TYPE: Water / Rock



HEIGHT: 3'03" / 1m
WEIGHT: 255 lbs / 115kg

Bite Pokémon
It istays immobile near rivers and lakes, disguised as a rock until it snaps at an unsuspecting prey. Once something is trapped by its sharp teeth there is no way to take it out as it is incredibly stubborn.

STRENGTH ●●●○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES:
Strong Jaw & Shell Armor

EVOLUTIVE STAGE: Final.


#833

#834

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Tackle	●	Water	Razor Shell
●	Water	Razor Shell	●	Rock	Rock Tomb
●	Rock	Rock Polish	●	Dark	Bite
●	Normal	Protect	●	Normal	Headbutt
●	Fight	Counter	●	Dark	Jaw Lock
●	Water	Liquidation	●	Normal	Body Slam
●	Rock	Head Smash	●	Water	Dive
●	Dragon	Dragon Tail	●	Normal	Skull Bash

#835 Yamper

TYPE: Electric



HEIGHT: 1'00" / 0.3m
WEIGHT: 30 lbs / 14kg

Puppy Pokémon
Its energy and big smile make this Pokémon very popular as a herding dog. When it runs, it generates electricity from the base of its tail. It loves to fetch balls and if you give it some treats it will love you forever.

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES:
Ball Fetch

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#835

#836

RANK	TYPE	MOVE NAME	RANK	TYPE	MOVE NAME
○	Normal	Tackle	●	Normal	Tail Whip
●	Electric	Nuzzle	●	Dark	Bite
●	Normal	Roar	●	Electric	Spark
●	Fairy	Charm	●	Dark	Crunch
●	Electric	Charge	●	Electric	Wild Charge
●	Fairy	Play Rough	●	Ground	Sand Attack
●	Fire	Flame Charge	●	Normal	Howl

#836 Boltund

TYPE: Electric

RANK	TYPE	MOVE NAME
1	Electric	Electrify
1	Normal	Tail Whip
1	Dark	Bite
1	Electric	Spark
1	Dark	Crunch
1	Electric	Wild Charge
1	Electric	Electric Terrain
1	Ground	Dig

RANK	TYPE	MOVE NAME
1	Normal	Tackle
1	Electric	Nuzzle
1	Normal	Roar
1	Fairy	Charm
1	Electric	Charge
1	Fairy	Play Rough
1	Psychic	Psychic Fangs
1	Electric	Thunder Fang



HEIGHT: 3'03" / 1m
WEIGHT: 75 lbs / 34kg

Dog Pokémon
It sends electricity through its legs to boost their speed, it easily breaks 50 mph. They get destructive and stressed if you do not take them out to run daily, otherwise they are chill and easygoing Pokémon.

STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES:
Strong Jaw & Competitive

EVOLUTIVE STAGE: Final.


#835 #836

#837 Rolycoly

TYPE: Rock



HEIGHT: 1'00" / 0.3m
WEIGHT: 26 lbs / 12kg

Coal Pokémon
This Pokémon was discovered inside a coal mine. It looks like a clump of coal only it moves like a unicycle. When it gets angry it glows burning hot but when it's happy it lets out soft crackles and keeps a steady warmth.

STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●○○

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES:
Steam Engine & Heatproof

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#837 #838 #839

RANK	TYPE	MOVE NAME
1	Normal	Tackle
1	Normal	Rapid Spin
1	Rock	Rock Polish
1	Fire	Incinerate
1	Fire	Heat Crash
1	Normal	Endure
1	Normal	Substitute

RANK	TYPE	MOVE NAME
1	Normal	Smokescreen
1	Rock	Smack Down
1	Rock	Ancient Power
1	Rock	Stealth Rock
1	Rock	Rock Blast
1	Ground	Spikes

#838 Carkol

TYPE: Rock Fire

RANK	TYPE	MOVE NAME
1	Normal	Tackle
1	Fire	Flame Charge
1	Rock	Smack Down
1	Rock	Ancient Power
1	Rock	Stealth Rock
1	Rock	Rock Blast
1	Ground	High Horsepower
1	Steel	Iron Defense

RANK	TYPE	MOVE NAME
1	Normal	Smokescreen
1	Normal	Rapid Spin
1	Rock	Rock Polish
1	Fire	Incinerate
1	Fire	Heat Crash
1	Fire	Burn Up
1	Water	Scald



HEIGHT: 3'07" / 1.1m
WEIGHT: 172 lbs / 78kg

Coal Pokémon
It rolls its legs, their heavy weight creates parallel trackmarks that allow them to travel faster through caves and tunnels. In old times, people used Carkol's coal as fuel for they can hold fire for a long time.

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES:
Steam Engine & Flame Body

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.


#837 #838 #839

#839 Coalossal

TYPE: Rock Fire



HEIGHT: 9'02" / 2.8m
WEIGHT: 684 lbs / 310kg

Coal Pokémon
They are usually calm creatures, if they see you are kind they'll share their warmth with you but if you enrage one you risk being burned down to ashes. They spit tarry substance that is very flammable.

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

BASE HP: 6
SUGGESTED RANK: Ace

ABILITIES:
Steam Engine & Flash Fire

EVOLUTIVE STAGE: Final.


#837 #838 #839

RANK	TYPE	MOVE NAME
1	Normal	Tackle
1	Fire	Flame Charge
1	Normal	Rapid Spin
1	Rock	Rock Polish
1	Fire	Incinerate
1	Fire	Heat Crash
1	Fire	Burn Up
1	Ground	Bulldoze

RANK	TYPE	MOVE NAME
1	Normal	Smokescreen
1	Rock	Tar Shot
1	Rock	Smack Down
1	Rock	Ancient Power
1	Rock	Stealth Rock
1	Rock	Rock Blast
1	Fire	Overheat
1	Steel	Heavy Slam

#840 Applin

TYPE: Grass / Dragon

RANK	TYPE	MOVE NAME
	Water	Withdraw
	Normal	Defense Curl
	Normal	Recycle

RANK	TYPE	MOVE NAME
	Ghost	Astonish
	Rock	Rollout



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0'08" / 0.2m
WEIGHT: 1lbs / 0.5kg

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Ripen & Gluttony

Apple Core Pokémon
As soon as it's born this tiny lizard Pokémon, it burrows into an apple to protect itself from birds and predators. The apple serves as its food source and the flavor of it will determine its evolution.

EVOLUTIVE STAGE: First.
EVOLVES WITH ITEM: Apple.



#841 Flapple

TYPE: Grass / Dragon



STRENGTH ●●●○○○
DEXTERITY ●●○○○○
VITALITY ●●○○○○
SPECIAL ●●●○○○
INSIGHT ●●○○

HEIGHT: 1'00" / 0.3m
WEIGHT: 2 lbs / 1kg

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Rippen & Hustle

Apple Wing Pokémon
It grew inside a sour apple, and thus developed an acid that can cause chemical burns. It uses the discarded apple skin to fly or disguise itself as a rancid apple. They are loners as not many like how it looks or smells.

EVOLUTIVE STAGE: Final.
EVOLVED WITH: Tart Apple.



RANK	TYPE	MOVE NAME
	Water	Withdraw
	Flying	Wing Attack
	Normal	Growth
	Poison	Acid Spray
	Grass	Leech seed
	Dragon	Dragon Breath
	Dragon	Dragon Pulse
	Steel	Iron Defense
	Dragon	Dragon Rush
	Dragon	Outrage

RANK	TYPE	MOVE NAME
	Ghost	Astonish
	Normal	Recycle
	Dragon	Twister
	Flying	Acrobatics
	Normal	Protect
	Dragon	Dragon Dance
	Grass	Grav Apple
	Flying	Fly
	Dark	Sucker Punch
	Dragon	Draco Meteor

#842 Appletun

TYPE: Grass / Dragon

RANK	TYPE	MOVE NAME
	Water	Withdraw
	Normal	Headbutt
	Normal	Growth
	Ghost	Curse
	Grass	Leech seed
	Grass	Bullet Seed
	Grass	Apple Acid
	Steel	Iron Defense
	Grass	Energy Ball
	Grass	Solar Beam

RANK	TYPE	MOVE NAME
	Ghost	Astonish
	Normal	Recycle
	Normal	Sweet Scent
	Normal	Stomp
	Normal	Protect
	Normal	Recover
	Normal	Body Slam
	Dragon	Dragon Pulse
	Grass	Giga Drain
	Dragon	Draco Meteor



STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 1'04" / 0.4m
WEIGHT: 28 lbs / 13kg

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Rippen & Thick Fat

Apple Nectar Pokémon
Eating a sweet apple caused its evolution. A nectarous scent wafts from its body, luring in the bug Pokémon it preys on, but it also attracts other Pokémon who eat the skins atop of its back.

EVOLUTIVE STAGE: Final.
EVOLVED WITH: Sweet Apple.



#843 Silicobra

TYPE: Ground



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●○○
INSIGHT ●●○○

HEIGHT: 7'03" / 2.2m
WEIGHT: 17 lbs / 8kg

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Sand Spit & Shed Skin

Sand Snake Pokémon
Silicobra can appear to be very aggressive but they just want to be left alone. They spew sand from their nostrils and while the foe is blinded, they burrow back into the ground to hide.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.



RANK	TYPE	MOVE NAME
	Normal	Wrap
	Normal	Minimize
	Ground	Bulldoze
	Normal	Glare
	Rock	Sandstorm
	Poison	Coil
	Ground	Mud Slap
	Normal	Last Resort

RANK	TYPE	MOVE NAME
	Ground	Sand Attack
	Dark	Brutal Swing
	Normal	Slam
	Ground	Dig
	Normal	Headbutt
	Ground	Sand Tomb
	Poison	Poison Tail

RANK	TYPE	MOVE NAME
	Normal	Skull Bash
	Ground	Sand Attack
	Dark	Brutal Swing
	Normal	Headbutt
	Ground	Dig
	Normal	Slam
	Ground	Sand Tomb
	Dragon	Dragon Rush

RANK	TYPE	MOVE NAME
	Normal	Wrap
	Normal	Minimize
	Ground	Bulldoze
	Normal	Glare
	Rock	Sandstorm
	Poison	Coil
	Flying	Hurricane
	Normal	Giga Impact

#844 Sandaconda

TYPE: Ground



HEIGHT: 12'06" / 3.8m
WEIGHT: 144 lbs / 65kg

Sand Snake Pokémon
It has a sack that can carry up to 220 lbs of sand, the way it coils allow it to spray the sand to its foes. If it sack ever runs out of sand it becomes limp and depressed. They are unfriendly but not really aggressive.

STRENGTH ●●●○○
DEXTERITY ●●○○○
VITALITY ●●●○○
SPECIAL ●●○○
INSIGHT ●●○○○

BASE HP: 6
SUGGESTED RANK: Ace

ABILITIES: Sand Spit & Sand Veil

EVOLUTIVE STAGE: Final.


#843 #844

#845 Cramorant

TYPE: Flying / Water



HEIGHT: 2'07" / 0.8m
WEIGHT: 40 lbs / 18kg

Gulp Pokémon
Cramorant hunt for fish Pokémon to eat near seashores and lakes. They often try to engulf prey that is too large and it ends up blocking their gullets. They are airheaded and often forget what they were doing.

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●●○○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Gulp Missile

EVOLUTIVE STAGE: Final.


#845

RANK	TYPE	MOVE NAME
	Poison	Belch
	Normal	Stockpile
	Normal	Spit Up
	Normal	Fury Attack
	Water	Dive
	Psychic	Amnesia
	Water	Hydro Pump
	Water	Aqua Ring

RANK	TYPE	MOVE NAME
	Flying	Peck
	Normal	Swallow
	Water	Water Gun
	Flying	Pluck
	Flying	Drill Peck
	Normal	Thrash
	Flying	Roost
	Flying	Feather Dance

#845 Cramorant

TYPE: Flying / Water



HEIGHT: 2'07" / 0.8m
WEIGHT: 40 lbs / 18kg

Gulp Pokémon
Cramorant's Gulping Form.
It dove in the sea and caught an Arrokuda, it's trying to swallow it but the fish Pokémon is simply too big. Stay clear of Cramoran'ts way, lest it spits it out towards you.

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●●○○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Gulp Missile

EVOLUTIVE STAGE: Final.


#845

RANK	TYPE	MOVE NAME
	Poison	Belch
	Normal	Stockpile
	Normal	Spit Up
	Normal	Fury Attack
	Water	Dive
	Psychic	Amnesia
	Water	Hydro Pump
	Water	Aqua Ring

RANK	TYPE	MOVE NAME
	Flying	Peck
	Normal	Swallow
	Water	Water Gun
	Flying	Pluck
	Flying	Drill Peck
	Normal	Thrash
	Flying	Roost
	Flying	Feather Dance

#845 Cramorant

TYPE: Flying / Water



HEIGHT: 2'07" / 0.8m
WEIGHT: 40 lbs / 18kg

Gulp Pokémon
Cramorant's Gorging Form.
Somehow Cramorant caught a Pikachu instead of a fish, the poor creature is dazed but it will wake at any moment to zap anyone in front of it.

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●●○○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Gulp Missile

EVOLUTIVE STAGE: Final.


#845

RANK	TYPE	MOVE NAME
	Poison	Belch
	Normal	Stockpile
	Normal	Spit Up
	Normal	Fury Attack
	Water	Dive
	Psychic	Amnesia
	Water	Hydro Pump
	Water	Aqua Ring

RANK	TYPE	MOVE NAME
	Flying	Peck
	Normal	Swallow
	Water	Water Gun
	Flying	Pluck
	Flying	Drill Peck
	Normal	Thrash
	Flying	Roost
	Flying	Feather Dance

#846 Arrokuda

TYPE: Water



RANK	TYPE	MOVE NAME
Flying	Peck
Normal	Fury Attack
Psychic	Agility
Normal	Laser Focus
Water	Liquidation
Normal	Slash
Ice	Ice Fang

RANK	TYPE	MOVE NAME
Water	Aqua Jet
Dark	Bite
Water	Dive
Dark	Crunch
Normal	Double-Edge
Ground	Drill Run

STRENGTH ●●○
DEXTERITY ●●○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 1'08" / 0.5m
WEIGHT: 2 lbs / 1kg

BASE HP: 3
SUGGESTED RANK: Amateur

ABILITIES:
Swift Swim & Propeller Tail

Rush Pokémon
They propell themelves, swimming at high speeds to hunt their prey. After they have eaten their swim becomes sluggish and they are at risk of being eaten themselves. They are proud of their pointed jaw.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



#847 Barraskewda

TYPE: Water



RANK	TYPE	MOVE NAME
Flying	Peck
Dark	Throat Chop
Dark	Bite
Water	Dive
Dark	Crunch
Normal	Double-Edge
Poison	Poison Jab

RANK	TYPE	MOVE NAME
Water	Aqua Jet
Normal	Fury Attack
Psychic	Agility
Normal	Laser Focus
Water	Liquidation
Dark	Night Slash
Normal	Giga Impact

STRENGTH ●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 4'03" / 1.3m
WEIGHT: 66 lbs / 30kg

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES:
Swift Swim & Propeller Tail

Skewer Pokémon
This Pokémon has a jaw that's as sharp as a spear and as strong as steel. Apparently Barraskewda's flesh is surprisingly tasty, too.
When they hunt, they have speed burst record of 100 knots.

EVOLUTIVE STAGE: Final.



#848 Toxel

TYPE: Electric Poison



RANK	TYPE	MOVE NAME
Electric	Nuzzle
Normal	Growl
Poison	Acid
Normal	Encore
Normal	Round

RANK	TYPE	MOVE NAME
Normal	Tearful Look
Normal	Flail
Poison	Belch
Psychic	Rest

STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●○○

HEIGHT: 1'04" / 0.4m
WEIGHT: 24 lbs / 11kg

BASE HP: 3
SUGGESTED RANK: Amateur

ABILITIES:
Rattled & Static

Baby Pokémon
Toxel secrete poison through their skin, the closer they are to evolving, the brighter their skin color becomes. They need a lot of nurturing but are bad tempered and ill mannered so not many take the task.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.



#849 Toxtricity

TYPE: Electric Poison



RANK	TYPE	MOVE NAME
Electric	Nuzzle
Electric	Spark
Normal	Flail
Electric	Thunder Shock
Normal	Leer
Electric	Charge
Normal	Scary Face
Poison	Venoshock
Poison	Belch
Normal	Swagger
Electric	Discharge
Electric	Overdrive
Steel	Shift Gear
Steel	Metal Sound

RANK	TYPE	MOVE NAME
Normal	Growl
Electric	Eerie Impulse
Normal	Tearful Look
Poison	Acid
Poison	Acid Spray
Normal	Noble Roar
Electric	Shock Wave
Dark	Taunt
Normal	Screech
Poison	Toxic
Poison	Poison Jab
Normal	Boomburst
Fight	Power-Up Punch
Normal	Round

STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 5'03" / 1.6m
WEIGHT: 88 lbs / 40kg

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES:
Punk Rock & Plus

Punk Pokémon
Commonly called "Amped Form", its nature determines its evolution, If a Toxel is extroverted it wil evolve to be a short-tempered Toxtricity. They emit high pitched sounds and let out powerful discharges to provoke others.

EVOLUTIVE STAGE: Final.
EVOLUTIVE BY: Extrovert Nature.



#849 Toxtricity

TYPE: Electric / Poison



STRENGTH ●●●○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○
INSIGHT ●●○○○

HEIGHT: 5'03" / 1.6m
WEIGHT: 88 lbs / 40kg

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Punk Rock & Minus

Punk Pokémon
Commonly called "Low Key Form", its nature determines its evolution, If a Toxel is introverted it wil evolve to be a chill Toxtricity. They emit low pitched sounds and look down on others who try to provoke them.

EVOLUTIVE STAGE: Final.
EVOLUTIVE BY: Introvert Nature.

#848  #849 

RANK	TYPE	MOVE NAME
○	Electric	Nuzzle
○	Electric	Spark
○	Normal	Flail
○	Electric	Thunder Shock
○	Normal	Leer
○	Electric	Charge
○	Normal	Scary Face
○	Poison	Venom Drench
○	Poison	Belch
○	Normal	Swagger
○	Electric	Discharge
○	Electric	Magnetic Flux
○	Steel	Shift Gear
○	Steel	Metal Sound

RANK	TYPE	MOVE NAME
○	Normal	Growl
○	Electric	Eerie Impulse
○	Normal	Tearful Look
○	Poison	Acid
○	Poison	Acid Spray
○	Normal	Noble Roar
○	Electric	Shock Wave
○	Dark	Taunt
○	Normal	Screech
○	Poison	Toxic
○	Poison	Poison Jab
○	Normal	Boomburst
○	Fight	Power-Up Punch
○	Normal	Round

RANK	TYPE	MOVE NAME
○	Fire	Ember
○	Normal	Wrap
○	Fire	Flame Wheel
○	Poison	Coil
○	Fire	Fire Spin
○	Fire	Fire Lash
○	Fire	Burn Up
○	Bug	Struggle Bug

RANK	TYPE	MOVE NAME
○	Normal	Smokescreen
○	Dark	Bite
○	Bug	Bug Bite
○	Normal	Slam
○	Dark	Crunch
○	Bug	Lunge
○	Dark	Knock Off
○	Poison	Venoshock

#850 Sizzlipede

TYPE: Fire / Bug



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 2'04" / 0.7m
WEIGHT: 2 lbs / 1kg

BASE HP: 3
SUGGESTED RANK: Amateur

ABILITIES: Flash Fire & White Smoke

Radiator Pokémon
It stores flammable gas in its body and uses it to generate heat. The yellow sections on its belly get very hot. It wraps prey with its body heated to cook them, the it nibbles them down until nothing remains.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.

#850  #851 

#851 Centiskorch

TYPE: Fire / Bug



STRENGTH ●●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 9'10"/3m
WEIGHT: 264lbs/120kg

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Flash Fire & White Smoke

Radiator Pokémon
It lashes its body like a whip and launches itself at enemie, while its burning body is already dangerous on its own, this excessively hostile Pokémon also has large and very sharp fangs.

EVOLUTIVE STAGE: Final.

#850  #851 

RANK	TYPE	MOVE NAME
○	Fire	Ember
○	Normal	Wrap
○	Fire	Flame Wheel
○	Poison	Coil
○	Fire	Fire Spin
○	Fire	Fire Lash
○	Fire	Burn Up
○	Water	Scald

RANK	TYPE	MOVE NAME
○	Normal	Smokescreen
○	Dark	Bite
○	Bug	Bug Bite
○	Normal	Slam
○	Dark	Crunch
○	Bug	Lunge
○	Fire	Fire Fang
○	Electric	Thunder Fang

RANK	TYPE	MOVE NAME
○	Fight	Rock Smash
○	Normal	Feint
○	Fight	Detect
○	Fight	Bulk Up
○	Dark	Taunt
○	Fight	Superpower
○	Fight	Circle Throw

RANK	TYPE	MOVE NAME
○	Normal	Leer
○	Normal	Bind
○	Fight	Brick Break
○	Fight	Submission
○	Fight	Reversal
○	Water	Soak
○	Fight	Seismic Toss

#852 Clobbopus

TYPE: Fight



STRENGTH ●●○○○
DEXTERITY ●○○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 2'00" / 0.6m
WEIGHT: 8 lbs / 4kg

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Limber & Technician

Tantrum Pokémon
It's very curious and child-like, but it investigates things by try to punch them with its tentacles, despite this, the tentacles tear off easily, but don't be alarmed for they'll regrow in a few days.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.

#852  #853 

#853 Grapploct

TYPE: Fight



STRENGTH ●●●○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 5'03"/ 1.6m
WEIGHT: 86lbs / 39kg

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Limber & Technician

Jujitsu Pokémon
A body made up of nothing but muscle makes its tentacles very powerful. They come out of the ocean to find opponents to battle, once the fight is over they go back into the sea.

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME
	Fight	Rock Smash
	Normal	Feint
	Fight	Detect
	Fight	Bulk Up
	Dark	Taunt
	Water	Octazooka
	Fight	Superpower
	Fight	Close Combat
	Dark	Brutal Swing

RANK	TYPE	MOVE NAME
	Normal	Leer
	Normal	Bind
	Fight	Brick Break
	Fight	Submission
	Fight	Octolock
	Fight	Reversal
	Dark	Topsy-Turvy
	Water	Liquidation

#854 Sinistea

TYPE: Ghost



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 0'04" / 0.1m
WEIGHT: 0.4lbs / 0.2kg

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Weak Armor & Cursed Body

Black Tea Pokémon
This Pokémon is said to have been born when a lonely spirit possessed a cold, leftover cup of tea. It absorbs the life-force of those who drink it but it tastes so bad that it gets spat out immediately.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME
	Ghost	Astonish
	Fairy	Aromatic Mist
	Normal	Protect
	Grass	Aromatherapy
	Ghost	Shadow Ball
	Dark	Memento
	Normal	Substitute
	Psychic	Trick

RANK	TYPE	MOVE NAME
	Water	Withdraw
	Grass	Mega Drain
	Dark	Sucker Punch
	Grass	Giga Drain
	Dark	Nasty Plot
	Normal	Shell Smash
	Dark	Foul Play

RANK	TYPE	MOVE NAME
	Normal	Teatime
	Ghost	Astonish
	Fairy	Aromatic Mist
	Normal	Protect
	Grass	Aromatherapy
	Dark	Nasty Plot
	Dark	Memento
	Ghost	Poltergeist
	Normal	Self-Destruct

RANK	TYPE	MOVE NAME
	Water	Withdraw
	Grass	Mega Drain
	Dark	Sucker Punch
	Grass	Giga Drain
	Ghost	Shadow Ball
	Normal	Shell Smash
	Grass	Strength Sap
	Psychic	Stored Power

#855 Polteageist

TYPE: Ghost



STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 0'04" / 0.1m
WEIGHT: 0.4 lbs /0.2kg

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Weak Armor & Cursed Body

Black Tea Pokémon
This species lives in old ceramic teapots. They struggle to find real antiques, for most tea sets nowdays are just imitations. Never leave your tea unnatended or a Poltegeist might come to haunt it.

EVOLUTIVE STAGE: Final.
EVOLVES WITH ITEM: Cracked Pot.



#856 Hatenna

TYPE: Psychic



STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1'04"/0.4m
WEIGHT: 7 lbs / 3kg

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Healer & Anticipation

Calm Pokémon
Though the protrusion on its head it senses other creatures' emotions. If you don't have a calm disposition, it will never warm up to you. They get overwhelmed in places with many people, prefering to hide alone.

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME
	Psychic	Confusion
	Water	Life Dew
	Grass	Aromatherapy
	Psychic	Heal Pulse
	Psychic	Calm Mind
	Psychic	Healing Wish
	Normal	After You

RANK	TYPE	MOVE NAME
	Normal	Play Nice
	Fairy	Disarming Voice
	Psychic	Psybeam
	Fairy	Dazzling Gleam
	Psychic	Psychic
	Electric	Nuzzle
	Fairy	Aromatic Mist

#857 Hattrem

TYPE: Psychic



STRENGTH ●●○
DEXTERITY ●●○
VITALITY ●●○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 2'00"/0.6m
WEIGHT: 10lbs/ 5kg

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Healer & Anticipation

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.


#856 #857 #858

Serene Pokémon
It may seem friendly but it is actually quite the loner. No matter who you are, if you bring strong emotions near it, it will silence you violently by hitting you with its braids. It dislikes crowded places.

RANK	TYPE	MOVE NAME
○	Psychic	Confusion
○	Water	Life Dew
○	Grass	Aromatherapy
○	Psychic	Heal Pulse
○	Psychic	Calm Mind
○	Psychic	Healing Wish
○	Electric	Nuzzle
○	Dark	Quash

RANK	TYPE	MOVE NAME
○	Normal	Play Nice
○	Fairy	Disarming Voice
○	Psychic	Psybeam
○	Fairy	Dazzling Gleam
○	Dark	Brutal Swing
○	Psychic	Psychic
○	Normal	Endure

#858 Hatterene

TYPE: Psychic / Fairy



STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 7'0"/2.1m
WEIGHT: 11 lbs / 5kg

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Healer & Anticipation

EVOLUTIVE STAGE: Final.


#856 #857 #858

Silent Pokémon
If you're too loud around it, you risk being torn apart by the claws on its tentacle. This Pokémon is also known as the Forest Witch. It is very sensitive to the emotions of others if it senses doubt, fear or anger it will attack you.

RANK	TYPE	MOVE NAME
○	Psychic	Confusion
○	Water	Life Dew
○	Grass	Aromatherapy
○	Psychic	Heal Pulse
○	Psychic	Calm Mind
○	Psychic	Psycho Cut
○	Psychic	Healing Wish
○	Dark	Dark Pulse
○	Psychic	Light Screen

RANK	TYPE	MOVE NAME
○	Normal	Play Nice
○	Fairy	Disarming Voice
○	Psychic	Psybeam
○	Fairy	Dazzling Gleam
○	Dark	Brutal Swing
○	Psychic	Psychic
○	Psychic	Magic Powder
○	Fire	Mystical Fire

#110 Weezing

TYPE: Poison / Fairy



STRENGTH ●●○○○
DEXTERITY ●●○
VITALITY ●●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 9'10"/3m
WEIGHT: 35.3lbs/16kg

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Levitate & Neutralizing Gas

EVOLUTIVE STAGE: Final.


#109 #110

Poison Gas Pokémon
This Pokémon eats the contamination in the air, and instead of droppings, it expels clean air.
Its Galar Form was first spotted long ago when factories polluted the city.

RANK	TYPE	MOVE NAME
○	Poison	Poison Gas
○	Fairy	Fairy Wind
○	Poison	Clear Smog
○	Normal	Smokescreen
○	Flying	Defog
○	Dark	Assurance
○	Grass	Aromatherapy
○	Poison	Sludge Bomb
○	Poison	Belch
○	Fairy	Strange Steam
○	Dark	Memento
○	Fire	Flamethrower
○	Normal	Swallow

RANK	TYPE	MOVE NAME
○	Normal	Tackle
○	Fairy	Aromatic Mist
○	Poison	Smog
○	Ice	Haze
○	Normal	Double Hit
○	Poison	Sludge
○	Normal	Self Destruct
○	Poison	Toxic
○	Normal	Explosion
○	Ghost	Destiny Bond
○	Fairy	Misty Terrain
○	Normal	Stockpile

#859 Impidimp

TYPE: Dark / Fairy



STRENGTH ●●○
DEXTERITY ●●○
VITALITY ●○○
SPECIAL ●●○
INSIGHT ●○○

HEIGHT: 1'04"/0.4m
WEIGHT: 12 lbs/ 5kg

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Prankster & Frisk

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#859 #860 #861

Wily Pokémon
Through its nose, it sucks in the dark emanations produced by people and Pokémon when they feel annoyed. It thrives off this negative energy. They love to take things that don't belong to them.

RANK	TYPE	MOVE NAME
○	Normal	Fake Out
○	Dark	Bite
○	Dark	Fake Tears
○	Normal	Swagger
○	Dark	Torment
○	Dark	Nasty Plot
○	Dark	Foul Play
○	Dark	Taunt

RANK	TYPE	MOVE NAME
○	Normal	Confide
○	Dark	Flatter
○	Dark	Assurance
○	Dark	Sucker Punch
○	Dark	Dark Pulse
○	Fairy	Play Rough
○	Bug	Leech Life
○	Psychic	Trick

#860 Morgrem

TYPE: Dark / Fairy

RANK	TYPE	MOVE NAME
1	Normal	Fake Out
5	Dark	Bite
9	Dark	Fake Tears
13	Normal	Swagger
17	Dark	Torment
21	Dark	Dark Pulse
25	Dark	Foul Play
29	Bug	Leech Life
33	Psychic	Trick

RANK	TYPE	MOVE NAME
1	Normal	Confide
5	Dark	Flatter
9	Dark	Assurance
13	Dark	Sucker Punch
17	Dark	False Surrender
21	Dark	Nasty Plot
25	Fairy	Play Rough
29	Normal	Metronome



HEIGHT: 2'07"/0.8m
WEIGHT: 27 lbs/ 12kg

Devious Pokémon
When it gets down on all fours as if to beg for forgiveness, it's trying to lure opponents in so that it can stab them with its spear-like hair. It lures people into the woods to rob them and get them lost.

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES:
Prankster & Frisk

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.



#861 Grimmsnarl

TYPE: Dark / Fairy



HEIGHT: 4'11"/1.5m
WEIGHT: 134 lbs/ 61kg

Bulk Up Pokémon
Its hairs work like muscle fibers. When its hairs unfurl, they latch on to opponents, ensnaring them as tentacles would. They often make others trip or get them hanging upside down to amuse themselves.

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●●○○
INSIGHT ●●○○○

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES:
Prankster & Frisk

EVOLUTIVE STAGE: Final.



RANK	TYPE	MOVE NAME
1	Normal	Fake Out
5	Dark	Bite
9	Dark	Fake Tears
13	Normal	Swagger
17	Dark	Torment
21	Fight	Power-Up Punch
25	Dark	Dark Pulse
29	Dark	Foul Play
33	Fairy	Play Rough
37	Fairy	Draining Kiss
41	Psychic	Reflect

RANK	TYPE	MOVE NAME
1	Normal	Confide
5	Dark	Flatter
9	Dark	Assurance
13	Dark	Sucker Punch
17	Fairy	Spirit Break
21	Fight	Bulk Up
25	Dark	False Surrender
29	Dark	Nasty Plot
33	Fight	Hammer Arm
37	Normal	Protect

#263 Zigzagoon

TYPE: Dark / Normal



HEIGHT: 1'04"/0.4m
WEIGHT: 38 lbs / 17kg

Tiny Racoon Pokémon
Zigzagoons raised in Galar grow to be punks. If they see another Pokémon, they will purposely run into them to start a fight. The only way to calm them down is with a lot of loud noise.

STRENGTH ●●○○○
DEXTERITY ●●●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES:
Pickup & Gluttony

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.



RANK	TYPE	MOVE NAME
1	Normal	Tackle
5	Ground	Sand Attack
9	Normal	Take Down
13	Fairy	Baby-Doll Eyes
17	Normal	Headbutt
21	Fight	Counter
25	Normal	Double-Edge
29	Dark	Parting Shot

RANK	TYPE	MOVE NAME
1	Normal	Leer
5	Ghost	Lick
9	Dark	Snarl
13	Bug	Pin Missile
17	Normal	Scary Face
21	Dark	Taunt
25	Dark	Knock Off
29	Fight	Quick Guard

#264 Linoone

TYPE: Dark / Normal



HEIGHT: 1'08"/0.5m
WEIGHT: 71.6lbs/32.5kg

Rush Pokémon
It uses its long tongue to taunt its opponents. Once the foe is enraged, this Pokémon hurls itself at it, tackling them forcefully. They are bad-mannered and enjoy to thrash things about.

STRENGTH ●●○○○
DEXTERITY ●●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES:
Pickup & Gluttony

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium



RANK	TYPE	MOVE NAME
1	Normal	Tackle
5	Ground	Sand Attack
9	Normal	Take Down
13	Fairy	Baby-Doll Eyes
17	Normal	Headbutt
21	Dark	Switcheroo
25	Dark	Hone Claws
29	Fight	Counter
33	Normal	Double-Edge
37	Dark	Payback
41	Ghost	Shadow Claw

RANK	TYPE	MOVE NAME
1	Normal	Leer
5	Ghost	Lick
9	Dark	Taunt
13	Dark	Snarl
17	Bug	Pin Missile
21	Normal	Fury Swipes
25	Dark	Night Slash
29	Psychic	Rest
33	Normal	Scary Face
37	Ground	Stomping Tantrum

#862 Obstagoon

TYPE: Dark / Normal

RANK	TYPE	MOVE NAME
1	Normal	Tackle
5	Ground	Sand Attack
9	Normal	Take Down
13	Fight	Submission
17	Fairy	Baby-Doll Eyes
21	Normal	Headbutt
25	Dark	Switcheroo
29	Dark	Hone Claws
33	Fight	Counter
37	Normal	Double-Edge
41	Fight	Cross Chop
45	Steel	Iron Defense

RANK	TYPE	MOVE NAME
1	Normal	Leer
5	Ghost	Lick
9	Dark	Taunt
13	Dark	Snarl
17	Dark	Obstruct
21	Bug	Pin Missile
25	Normal	Fury Swipes
29	Dark	Night Slash
33	Psychic	Rest
37	Normal	Scary Face
41	Poison	Gunk Shot
45	Normal	Hyper Voice



HEIGHT: 5'03"/1.6m
WEIGHT: 101 lbs / 46kg

Blocking Pokémon
Its voice has a very loud volume and it is a noisy and rude Pokémon. Obstagoon has a tendency to take on a threatening posture and shout at anyone that is in front of it. They rarely take things seriously.

STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES:
Reckless & Guts

EVOLUTIVE STAGE: Final.

#263

#264

#862

#052 Meowth

TYPE: Steel



HEIGHT: 1'04"/0.4m
WEIGHT: 9 lbs / 4kg

Scratch Cat Pokémon
The coin on its head has rusted. Meowths were taken into viking ships on long travels through the sea, living for so long in such harsh conditions toughened it up so much that parts of it have turned to iron.

STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●○○

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES:
Pickup & Tough Claws

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#052

#863

RANK	TYPE	MOVE NAME
1	Normal	Fake Out
5	Normal	Scratch
9	Normal	Pay Day
13	Dark	Taunt
17	Normal	Fury Swipes
21	Normal	Slash
25	Normal	Thrash
29	Steel	Steel Beam

RANK	TYPE	MOVE NAME
1	Normal	Growl
5	Dark	Hone Claws
9	Steel	Metal Claw
13	Normal	Swagger
17	Normal	Screech
21	Steel	Metal Sound
25	Dark	Night Slash
29	Ghost	Curse

#863 Perrserker

TYPE: Steel

RANK	TYPE	MOVE NAME
1	Normal	Fake Out
5	Normal	Scratch
9	Normal	Pay Day
13	Steel	Iron Head
17	Dark	Taunt
21	Normal	Fury Swipes
25	Normal	Slash
29	Normal	Thrash
33	Normal	Swords Dance
37	Dark	Throat Chop

RANK	TYPE	MOVE NAME
1	Normal	Growl
5	Dark	Hone Claws
9	Steel	Metal Claw
13	Steel	Iron Defense
17	Normal	Swagger
21	Normal	Screech
25	Steel	Metal Sound
29	Steel	Metal Burst
33	Normal	Double-Edge



HEIGHT: 2'07"/0.8m
WEIGHT: 61.7lbs/28kg

Viking Pokémon
What appears to be an iron helmet is actually hardened hair. Unlike other Meowth evolutions, Perrserker does not want riches and luxury, it enjoys battles, the outdoors and taveling though the sea.

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES:
Battle Armor & Tough Claws

EVOLUTIVE STAGE: Final.

#052

#863

#222 Corsola

TYPE: Ghost



HEIGHT: 2'00"/0.6m
WEIGHT: 11 lbs / 5kg

Coral Pokémon
Watch your step when walking through shallow ocean waters because this Pokémon looks like a stone and it will curse you if you kick it. Sudden climate change wiped out this ancient kind of Corsola.

STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●●○○○

BASE HP: 3
SUGGESTED RANK: Amateur

ABILITIES:
Weak Armor & Cursed Body

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#222

#864

RANK	TYPE	MOVE NAME
1	Normal	Tackle
5	Ghost	Astonish
9	Ghost	Spite
13	Ghost	Hex
17	Grass	Strength Sap
21	Ghost	Night Shade
25	Psychic	Mirror Coat
29	Rock	Head Smash

RANK	TYPE	MOVE NAME
1	Normal	Harden
5	Normal	Disable
9	Rock	Ancient Power
13	Ghost	Curse
17	Rock	Power Gem
21	Ghost	Grudge
25	Water	Water Pulse
29	Ghost	Destiny Bond

#864 Cursola

TYPE: Ghost



RANK	TYPE	MOVE NAME
	Normal	Tackle
	Ghost	Astonish
	Ghost	Spite
	Ghost	Hex
	Grass	Strength Sap
	Ghost	Night Shade
	Psychic	Mirror Coat
	Water	Liquidation
	Ghost	Destiny Bond

RANK	TYPE	MOVE NAME
	Normal	Harden
	Normal	Disable
	Rock	Ancient Power
	Ghost	Curse
	Rock	Power Gem
	Ghost	Grudge
	Normal	Perish Song
	Steel	Iron Defense

STRENGTH ●●●○○
DEXTERITY ●●○
VITALITY ●●○○
SPECIAL ●●●●○○○○
INSIGHT ●●○○○

HEIGHT: 3'03"/1m
WEIGHT: 0.9lbs / 0.4kg

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES:
Weak Armor & Perish Body

Coral Pokémon
The ectoplasm serves as protection for its soul, do not touch it or you'll become stiff as stone. This Pokémon longs for the days where coral reefs were full of life, it holds a grudge to those who destroyed them.

EVOLUTIVE STAGE: Final.


#222

#864

#083 Farfetch'd

TYPE: Fight



RANK	TYPE	MOVE NAME
	Flying	Peck
	Normal	Leer
	Fight	Rock Smash
	Fight	Detect
	Flying	Defog
	Normal	Slam
	Grass	Leaf Blade
	Flying	Brave Bird
	Steel	Steel Wing

RANK	TYPE	MOVE NAME
	Ground	Sand Attack
	Bug	Fury Cutter
	Dark	Brutal Swing
	Dark	Knock Off
	Fight	Brick Break
	Normal	Swords Dance
	Fight	Final Gambit
	Grass	Solar Blade
	Flying	Feather Dance

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 2'07"/0.8m
WEIGHT: 92 lbs/ 42kg

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES:
Steadfast & Scrappy

Wild Duck Pokémon
The stalks of leeks are thicker and longer in the Galar region, this has allowed Farfetch'd fare better than their Kanto counterparts. It has also made them hardier and warrior-like. They are still delicious, though.

EVOLUTIVE STAGE: First.
EVOLVES BY: Score 3 Critical hits in 1 battle.


#083

#865

#865 Sirfetch'd

TYPE: Fight



RANK	TYPE	MOVE NAME
	Flying	Peck
	Normal	Leer
	Fight	Rock Smash
	Fight	Detect
	Flying	Defog
	Normal	Slam
	Bug	First Impression
	Grass	Leaf Blade
	Flying	Brave Bird
	Normal	Simple Beam
	Normal	Focus Energy

RANK	TYPE	MOVE NAME
	Ground	Sand Attack
	Bug	Fury Cutter
	Dark	Brutal Swing
	Dark	Knock Off
	Fight	Brick Break
	Normal	Swords Dance
	Steel	Iron Defense
	Fight	Final Gambit
	Fight	Meteor Assault
	Normal	Endure

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 2'07"/0.8m
WEIGHT: 257 lbs/ 117kg

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES:
Steadfast & Scrappy

Wild Duck Pokémon
Only Farfetch'd that have survived many battles cango thought this evolution. They are very proud of their leek spear and leafen shield, When this Pokémon's leek withers, it will retire from combat.

EVOLUTIVE STAGE: Final.


#083

#865

#618 Stunfisk

TYPE: Ground Steel



RANK	TYPE	MOVE NAME
	Normal	Tackle
	Water	Water Gun
	Normal	Endure
	Fight	Revenge
	Dark	Sucker Punch
	Flying	Bounce
	Grass	Snap Trap
	Ground	Fissure
	Normal	Bind

RANK	TYPE	MOVE NAME
	Ground	Mud-Slap
	Steel	Metal Claw
	Ground	Mud Shot
	Steel	Metal Sound
	Steel	Iron Defense
	Water	Muddy Water
	Normal	Flail
	Rock	Stealth Rock
	Fight	Counter

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 2'04"/0.7m
WEIGHT: 45.2lbs/20.5kg

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES:
Mimicry

Trap Pokémon
Stunfisk lives in mud with high iron content. Those nutrients turned its body into a Steel Type.
Stunfisks' lips are hard to spot in the mud, but if someone steps on it, its jagged steel clamps their prey.

EVOLUTIVE STAGE: Final.


#618

#122 Mr. Mime

TYPE: Ice / Psychic



STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○○
INSIGHT ●●○○○○

HEIGHT: 4'07"/1.4m
WEIGHT: 125lbs / 57kg

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Vital Spirit & Screen Cleaner

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Medium.

#439 #122 #866

Barrier Pokémon
Mime Jr. that endure the harsh winter of Galar are able to create invisible walls that suddenly turn to ice, as they evolve they start creating ice floors that allow them to tap-dance, which they enjoy more than anything.

RANK	TYPE	MOVE NAME
1	Normal	Pound
2	Normal	Baton Pass
3	Psychic	Confusion
4	Ice	Icy Wind
5	Normal	Copycat
6	Psychic	Role Play
7	Normal	Recycle
8	Psychic	Light Screen
9	Ice	Ice Beam
10	Psychic	Mirror Coat
11	Ice	Freeze Dry
12	Normal	Safeguard
13	Fairy	Misty Terrain
14	Water	Rain Dance
15	Normal	Rapid Spin
16	Ice	Ice Shard
17	Psychic	Ally Switch
18	Fight	Double Kick
19	Normal	Encore
20	Normal	Protect
21	Normal	Mimic
22	Psychic	Reflect
23	Psychic	Hypnosis
24	Dark	Sucker Punch
25	Psychic	Psychic
26	Fairy	Dazzling Gleam
27	Normal	Teeter Dance
28	Ice	Hail
29	Normal	Slack Off
30	Normal	Block
31	Normal	Baton Pass
32	Psychic	Confusion
33	Ice	Icy Wind
34	Normal	Copycat
35	Psychic	Role Play
36	Normal	Recycle
37	Psychic	Light Screen
38	Ice	Ice Beam
39	Psychic	Mirror Coat
40	Ice	Freeze Dry
41	Normal	Safeguard
42	Fairy	Misty Terrain
43	Normal	After You
44	Normal	Rapid Spin
45	Ice	Ice Shard
46	Psychic	Ally Switch
47	Fight	Double Kick
48	Normal	Encore
49	Normal	Protect
50	Normal	Mimic
51	Psychic	Reflect
52	Psychic	Hypnosis
53	Dark	Fake Tears
54	Psychic	Psychic
55	Fairy	Dazzling Gleam
56	Normal	Teeter Dance

#866 Mr. Rime

TYPE: Ice / Psychic



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 4'11"/1.5m
WEIGHT: 128 lbs/ 58kg

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES: Tangled Feet & Screen Cleaner

EVOLUTIVE STAGE: Final.

#439 #122 #866

Comedian Pokémon
It's highly skilled at tap-dancing. It waves its cane of ice in time, its amusing movements make it very popular and they love to entertain children. It releases all of its psychic power from the pattern on its belly.

#554 Darumaka

TYPE: Ice



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●○○

HEIGHT: 2'04"/0.7m
WEIGHT: 88.2lbs/40kg

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES: Hustle & Inner Focus

EVOLUTIVE STAGE: First.
EVOLVES WITH ITEM: Ice Stone.

#554 #555 #555

Zen Charm Pokémon
When forced to live on snow, its fire sac froze and now it generates cold. Darumaka uses low temperatures as energy, making it very energetic on winter. It is playful and likes to throw snowballs.

RANK	TYPE	MOVE NAME
1	Normal	Tackle
2	Dark	Bite
3	Ice	Avalanche
4	Ice	Ice Fang
5	Ice	Ice Punch
6	Normal	Belly Drum
7	Normal	Thrash
8	Dark	Fling
9	Fire	Heat Wave
10	Dark	Taunt
11	Ice	Powder Snow
12	Normal	Work Up
13	Normal	Headbutt
14	Normal	Uproar
15	Ice	Blizzard
16	Fight	Superpower
17	Normal	Substitute
18	Normal	Tackle
19	Dark	Bite
20	Ice	Avalanche
21	Ice	Ice Fang
22	Ice	Ice Punch
23	Normal	Belly Drum
24	Normal	Thrash
25	Ice	Icicle Crash
26	Ground	Bulldoze
27	Dark	Taunt
28	Ice	Powder Snow
29	Normal	Work Up
30	Normal	Headbutt
31	Normal	Uproar
32	Ice	Blizzard
33	Fight	Superpower
34	Dark	Thief
35	Ice	Freeze-Dry

#555 Darmanitan

TYPE: Ice



STRENGTH ●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 5'07"/1.7m
WEIGHT: 264.6lbs/120kg

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES: Gorilla Tactics & Zen Mode

EVOLUTIVE STAGE: Final.

#554 #555 #555

Zen Charm Pokémon
The Galarian form of Darmanitan. They walk into towns during the blizzards to steal food.
Darmanitans seem mean, but they are gentle and shy.

#555 Darmanitan

TYPE: Ice / Fire

RANK	TYPE	MOVE NAME
1	Normal	Tackle
5	Dark	Bite
9	Ice	Avalanche
13	Ice	Ice Fang
17	Ice	Ice Punch
21	Normal	Belly Drum
25	Normal	Thrash
29	Ice	Icicle Crash
33	Fire	Flare Blitz

RANK	TYPE	MOVE NAME
1	Dark	Taunt
5	Ice	Powder Snow
9	Normal	Work Up
13	Normal	Headbutt
17	Normal	Uproar
21	Ice	Blizzard
25	Fight	Superpower
29	Fire	Sunny Day
33	Fire	Fire Fang



HEIGHT: 5'07"/1.7m
WEIGHT: 264.6lbs/120kg

Zen Charm Pokémon (Galarian)
When Darmanitan gets angry atrophied fire core is reignited, This Pokémon breathes fire and destroys everything on its path..
They must be calmed down or its own heat may melt their bodies.

STRENGTH ●●●●○○○○
DEXTERITY ●●●○○○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES:
Gorilla Tactics & Zen Mode

EVOLUTIVE STAGE: Final.



#562 Yamask

TYPE: Ghost / Ground



HEIGHT: 1'08"/0.5m
WEIGHT: 3lbs /1.5kg

Spirit Pokémon
It's said that this Pokémon was formed when an ancient clay tablet was drawn to the dark energy of a spirit. The clay slab seems to be absorbing Yamask's power that's why it is so pale.

STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●○○
INSIGHT ●●○○

BASE HP: 3
SUGGESTED RANK: Amateur

ABILITIES:
Wandering Spirit

EVOLUTIVE STAGE: First.
EVOLVES BY: Walk near a rune Painting.



RANK	TYPE	MOVE NAME
1	Ghost	Astonish
5	Ice	Haze
9	Normal	Disable
13	Fairy	Crafty Shield
17	Dark	Mean Look
21	Ghost	Curse
25	Ground	Earthquake
29	Psychic	Guard Split
33	Rock	Sandstorm
37	Dark	Memento

RANK	TYPE	MOVE NAME
1	Normal	Protect
5	Ghost	Night Shade
9	Dark	Brutal Swing
13	Ghost	Hex
17	Normal	Slam
21	Ghost	Shadow Ball
25	Psychic	Power Split
29	Ghost	Destiny Bond
33	Psychic	Psychic

#867 Runerigus

TYPE: Ghost / Ground

RANK	TYPE	MOVE NAME
1	Ghost	Astonish
5	Ice	Haze
9	Normal	Disable
13	Fairy	Crafty Shield
17	Normal	Mean Look
21	Normal	Scary Face
25	Ghost	Curse
29	Psychic	Power Split
33	Ghost	Destiny Bond
37	Steel	Iron Defense
41	Rock	Stealth Rock

RANK	TYPE	MOVE NAME
1	Normal	Protect
5	Ghost	Night Shade
9	Dark	Brutal Swing
13	Ghost	Hex
17	Ghost	Shadow Claw
21	Normal	Slam
25	Ghost	Shadow Ball
29	Ground	Earthquake
33	Psychic	Guard Split
37	Dark	Memento



HEIGHT: 5'03"/1.6m
WEIGHT: 146 lbs/ 66kg

Grudge Pokémon
A powerful curse was woven into an ancient rune painting, the spirit of Yamask is absorbed by this curse and it evolves into a Runerigs. Do not touch the shadow parts of its body or you'll see terrible visions of the past.

STRENGTH ●●●○○○
DEXTERITY ●○○
VITALITY ●●●●○○○○
SPECIAL ●●○○
INSIGHT ●●●○○○

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES:
Wandering Spirit

EVOLUTIVE STAGE: Final.



#868 Milcery

TYPE: Fairy



HEIGHT: 0'08"/0.2m
WEIGHT: 0.7lbs/ 0.3kg

Cream Pokémon
This Pokémon was born from sweet-smelling particles in the air, its body is made of cream, Finding one in your kitchen means Good Fortune. Give them berries and whip them with a whisk so they can evolve.

STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES:
Sweet Veil & Aroma Veil

EVOLUTIVE STAGE: First.
EVOLVES WITH ITEM: Berry & spin.



RANK	TYPE	MOVE NAME
1	Normal	Tackle
5	Fairy	Sweet Kiss
9	Fairy	Draining Kiss
13	Normal	Attract
17	Fairy	Dazzling Gleam
21	Fairy	Misty Terrain
25	Fairy	Charm
29	Dark	Fling

RANK	TYPE	MOVE NAME
1	Fairy	Aromatic Mist
5	Normal	Sweet Scent
9	Grass	Aromatherapy
13	Poison	Acid Armor
17	Normal	Recover
21	Normal	Entrainment
25	Normal	Helping Hand

#869 Alcremie

TYPE: Fairy



HEIGHT: 1'00"/0.3m
WEIGHT: 1.1lbs/0.5kg

Cream Pokémon
There is a vast number of recipes to evolve an Alcremie, changing their color and flavor, some are sweet, some are sour but they are all delicious. Cakes baked with its help can be sold for a lot of money.

STRENGTH ●●○
DEXTERITY ●●○
VITALITY ●●○○
SPECIAL ●●●○○
INSIGHT ●●●○○○

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES:
Sweet Veil & Aroma Veil

EVOLUTIVE STAGE: Final.


#868 #869

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Fairy	Decorate
	Fairy	Sweet Kiss
	Fairy	Draining Kiss
	Normal	Attract
	Fairy	Dazzling Gleam
	Fairy	Misty Terrain
	Normal	Substitute

RANK	TYPE	MOVE NAME
	Fairy	Aromatic Mist
	Normal	Sweet Scent
	Grass	Aromatherapy
	Poison	Acid Armor
	Normal	Recover
	Normal	Entrainment
	Fire	Mystical Fire
	Dark	Fake Tears

#077 Ponyta

TYPE: Psychic



HEIGHT: 2'07"/ 0.8m
WEIGHT: 52 lbs/ 24kg

Unique Horn Pokémonn
The old magical forests of Galar made Ponytas adopt a mystic nature. Their miraculous horn can heal most wounds and sense the purity in your heart, if you hold evil, you'll never see this Pokémon in the wild.

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 3
SUGGESTED RANK: Amateur

ABILITIES:
Run Away & Pastel Veil

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#077 #078

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Normal	Tail Whip
	Fairy	Fairy Wind
	Psychic	Psybeam
	Psychic	Heal Pulse
	Psychic	Psychic
	Psychic	Healing Wish
	Psychic	Future Sight

RANK	TYPE	MOVE NAME
	Normal	Growl
	Psychic	Confusion
	Psychic	Agility
	Normal	Take Down
	Normal	Stomp
	Fairy	Dazzling Gleam
	Psychic	Ally Switch
	Normal	Protect

#078 Rapidash

TYPE: Psychic / Fairy



HEIGHT: 5'07"/ 1.7m
WEIGHT: 176 lbs/ 80kg

Unique Horn Pokémon
Those with evil in their hearts will be disdained by this proud and beautiful Pokémon as it dashes on the air using its psychic power. It is said that only a true princess can mount a Galarian Rapidash.

STRENGTH ●●●○○
DEXTERITY ●●●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES:
Run Away & Pastel Veil

EVOLUTIVE STAGE: Final.


#077 #078

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Normal	Tail Whip
	Fairy	Fairy Wind
	Psychic	Psycho Cut
	Psychic	Psybeam
	Psychic	Heal Pulse
	Psychic	Psychic
	Psychic	Healing Wish
	Psychic	Magic Room

RANK	TYPE	MOVE NAME
	Normal	Growl
	Psychic	Confusion
	Psychic	Agility
	Normal	Take Down
	Normal	Stomp
	Fairy	Dazzling Gleam
	Bug	Mega Horn
	Ground	High Horsepower
	Flying	Bounce

#870 Falinks

TYPE: Fight



HEIGHT: 9'10"/3m
WEIGHT: 136 lbs/ 62kg

Formation Pokémon
It is formed by six of them, five are troopers, and one is the brass. The brass's orders are absolute to the others, they work as a perfect team and can rearrange their formation to better suit them in battle.

STRENGTH ●●●○○
DEXTERITY ●●○○○
VITALITY ●●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

BASE HP: 5
SUGGESTED RANK: Amateur

ABILITIES:
Battle Armor & Defiant

EVOLUTIVE STAGE: Final.


#870

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Fight	Rock Smash
	Normal	Headbutt
	Normal	Endure
	Bug	First Impression
	Steel	Iron Defense
	Bug	Megahorn
	Normal	Swords Dance
	Poison	Poison Jab

RANK	TYPE	MOVE NAME
	Normal	Protect
	Normal	Focus Energy
	Fight	Bulk Up
	Fight	Reversal
	Fight	No Retreat
	Fight	Close Combat
	Fight	Counter
	Steel	Iron Head

#871 Pincurchin

TYPE: Electric

RANK	TYPE	MOVE NAME
	Flying	Peck
	Water	Water Gun
	Normal	Fury Attack
	Water	Bubble Beam
	Ghost	Curse
	Poison	Poison Jab
	Normal	Acupressure
	Dark	Sucker Punch
	Ground	Spikes

RANK	TYPE	MOVE NAME
	Electric	Thundershock
	Electric	Charge
	Electric	Spark
	Normal	Recover
	Electric	Electric Terrain
	Electric	Zing Zap
	Electric	Discharge
	Poison	Toxic Spikes



HEIGHT: 1'00"/0.3m
WEIGHT: 2 lbs/ 1kg

Sea Urchin Pokémon
This quiet pokémon feeds on sea weed, using its teeth to scrape it off rocks. It stores electricity in each of its spines. Even if one gets broken off, it willl continue to emit electricity for a few more hours.

STRENGTH ●●●○○
DEXTERITY ●○
VITALITY ●●●○○
SPECIAL ●●○○○
INSIGHT ●●○○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES:
Lightning Rod & Electric Surge

EVOLUTIVE STAGE: Final.

#871

#872 Snom

TYPE: Bug / Ice



HEIGHT: 1'00"/0.3m
WEIGHT: 8 lbs/ 4kg

Worm Pokémon
It spits out thread imbued with a frigid energy and uses it to tie its body to branches, disguising itself as an icicle while it sleeps.
It feeds only of snow, if it melts it will freeze it again to continue eating.

STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●○○

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES:
Shield Dust & Ice Scales

EVOLUTIVE STAGE: First.
EVOLVES WITH: Happiness 5.

#872 #873

RANK	TYPE	MOVE NAME
	Ice	Powder Snow
	Psychic	Rest
	Bug	Bug Bite

RANK	TYPE	MOVE NAME
	Bug	Struggle Bug
	Normal	Snore

#873 Frosmoth

TYPE: Bug / Ice

RANK	TYPE	MOVE NAME
	Ice	Powder Snow
	Ice	Icy Wind
	Normal	Attract
	Bug	Infestation
	Flying	Defog
	Ice	Aurora Beam
	Bug	Bug Buzz
	Ice	Blizzard
	Rock	Wide Guard
	Fairy	Dazzling Gleam
	Flying	Hurricane

RANK	TYPE	MOVE NAME
	Bug	Struggle Bug
	Normal	Helping Hand
	Grass	Stun Spore
	Ice	Mist
	Flying	Feather Dance
	Ice	Hail
	Ice	Aurora Veil
	Flying	Tailwind
	Bug	Quiver Dance
	Psychic	Mirror Coat



HEIGHT: 4'03"/1.3m
WEIGHT: 92.6lbs/42kg

Frost Moth Pokémon
It shows no mercy to any who desecrates its snowfields and mountains. It will fly around on its icy wings, causing a blizzard to chase offenders away. It is very regal and soft-mannered otherwise.

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES:
Shield Dust & Ice Scales

EVOLUTIVE STAGE: Final.

#872 #873

#874 Stonjourner

TYPE: Rock



HEIGHT: 8'02"/2.5m
WEIGHT: 1146lbs/ 520kg

Big Rock Pokémon
They spend almost all their lives immobile, looking as inconspicuous rocks, but once a year they gather out of nowhere and form up in a circle. They stay in formation for a few days and then disappear overnight.

STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●○
INSIGHT ●●○

BASE HP: 6
SUGGESTED RANK: Amateur

ABILITIES:
Power Spot

EVOLUTIVE STAGE: Final.

#874

RANK	TYPE	MOVE NAME
	Rock	Rock Throw
	Normal	Stomp
	Psychic	Gravity
	Rock	Stealth Rock
	Normal	Body Slam
	Steel	Heavy Slam
	Normal	Mega Kick
	Rock	Ancient Power

RANK	TYPE	MOVE NAME
	Normal	Block
	Rock	Rock Tomb
	Rock	Rock Polish
	Rock	Rock Slide
	Rock	Wide Guard
	Rock	Stone Edge
	Fire	Heat Crash
	Ground	Stomping Tantrum

#875 Eiscue

TYPE: Ice

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Ice	Powder Snow
	Normal	Weather Ball
	Psychic	Amnesia
	Ice	Freeze Dry
	Water	Surf
	Rock	Head Smash
	Normal	Belly Drum

RANK	TYPE	MOVE NAME
	Ice	Mist
	Ice	Icy Wind
	Normal	Headbutt
	Ice	Hail
	Ice	Aurora Veil
	Ice	Blizzard
	Water	Aqua Ring



HEIGHT: 4'07"/1.4m
WEIGHT: 196.2lbs/89kg

Penguin Pokémon
This Pokémon keeps its head cool with ice. It fishes for its food by dangling its single hair into the sea to lure in prey. When they tire of swimming they simply let their ice hear be drifted away by the sea.

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES:
Ice Face

EVOLUTIVE STAGE: Final.


#875

#875 Eiscue

TYPE: Ice

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Ice	Powder Snow
	Normal	Weather Ball
	Psychic	Amnesia
	Ice	Freeze Dry
	Water	Surf
	Rock	Head Smash
	Normal	Belly Drum

RANK	TYPE	MOVE NAME
	Ice	Mist
	Ice	Icy Wind
	Normal	Headbutt
	Ice	Hail
	Ice	Aurora Veil
	Ice	Blizzard
	Water	Aqua Ring



HEIGHT: 4'07"/1.4m
WEIGHT: 196.2lbs/89kg

Penguin Pokémon
Eiscue "No-Ice" Form is actually its true Form. Without the ice to protect it you can see its worried expression, it's actually quite endearing. It can now move faster but you can see it feels anxious.

STRENGTH ●●○○○
DEXTERITY ●●●○○○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 4
SUGGESTED RANK: Amateur

ABILITIES:
Ice Face

EVOLUTIVE STAGE: Final.


#875

#876 Indeedee

TYPE: Psychic Normal



HEIGHT: 2'11"/0.9m
WEIGHT: 61.7lbs/28kg

Emotion Pokémon
These intelligent Pokémon touch horns with each other to share information between them. They love to help and be of service to people because they gather power from feelings of grattitude.

STRENGTH ●●○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

BASE HP: 4
SUGGESTED RANK: Starter

ABILITIES:
Inner Focus & Synchronize

EVOLUTIVE STAGE: Final.


#876

RANK	TYPE	MOVE NAME
	Psychic	Stored Power
	Normal	Encore
	Fairy	Disarming Voice
	Normal	Helping Hand
	Normal	After You
	Psychic	Calm Mind
	Psychic	Power Split
	Normal	Last Resort
	Psychic	Psychic Terrain
	Ghost	Shadow Ball

RANK	TYPE	MOVE NAME
	Normal	Play Nice
	Normal	Baton Pass
	Psychic	Psybeam
	Normal	Follow Me
	Grass	Aromatherapy
	Psychic	Psychic
	Psychic	Guard Split
	Psychic	Healing Wish
	Normal	Fake Out
	Psychic	Wonder Room

#877 Morpeko

TYPE: Electric Dark

RANK	TYPE	MOVE NAME
	Electric	Thundershock
	Normal	Leer
	Normal	Quick Attack
	Dark	Bite
	Dark	Torment
	Grass	Bullet Seed
	Electric	Aura Wheel
	Normal	Super Fang
	Dragon	Outrage

RANK	TYPE	MOVE NAME
	Normal	Tail Whip
	Dark	Power Trip
	Dark	Flatter
	Electric	Spark
	Psychic	Agility
	Dark	Crunch
	Normal	Thrash
	Electric	Wild Charge



HEIGHT: 1'00"/0.3m
WEIGHT: 6 lbs/ 3kg

Two-Sided Pokémon
It's Full-Belly Mode is friendly and playful, it treasures food and treats. But intense hunger drives it to extremes of violence, and the electricity in its cheek sacs turn into a Dark-type energy.

STRENGTH ●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

BASE HP: 4
SUGGESTED RANK: Beginner

ABILITIES:
Hunger Switch

EVOLUTIVE STAGE: Final.


#877

#878 Cufant

TYPE: Steel



STRENGTH	●●○○○
DEXTERITY	●○○
VITALITY	●●○○
SPECIAL	●○○
INSIGHT	●●○○

HEIGHT: 3'11"/1.2m
WEIGHT: 220lbs/ 100kg

BASE HP: 3
SUGGESTED RANK: Beginner

ABILITIES:
Sheer Force & Heavy Metal

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Medium.


#878

#879

Copperderm Pokémon
If a job requires serious strength, this Pokémon will excel at it. Its copper body tarnishes in the rain, turning a vibrant green color. Its trunk is specially designed to dig the ground, in the wild they uproot trees to eat.

RANK	TYPE	MOVE NAME
○	Normal	Tackle
○	Rock	Rollout
○	Ground	Bulldoze
○	Ground	Dig
○	Normal	Strength
○	Fairy	Play Rough
○	Fight	Superpower
○	Psychic	Zen Headbutt

RANK	TYPE	MOVE NAME
○	Normal	Growl
○	Fight	Rock Smash
○	Normal	Stomp
○	Steel	Iron Defense
○	Steel	Iron Head
○	Ground	High Horsepower
○	Rock	Stealth Rock
○	Ground	Fissure

#879 Copperajah

TYPE: Steel



STRENGTH	●●●○○○
DEXTERITY	●○○
VITALITY	●●○○
SPECIAL	●●○○○
INSIGHT	●●○○

HEIGHT: 9'10"/3m
WEIGHT: 2204lbs/ 1ton

BASE HP: 6
SUGGESTED RANK: Amateur

ABILITIES:
Sheer Force & Heavy Metal

EVOLUTIVE STAGE: Final.


#878

#879

Copperderm Pokémon
They originally came from another region long ago, worked together with humans helping them pave new roads and building cities. They are usually calm and love spending time with their families.

RANK	TYPE	MOVE NAME
○	Normal	Tackle
○	Rock	Rollout
○	Ground	Bulldoze
○	Ground	Dig
○	Normal	Strength
○	Fairy	Play Rough
○	Fight	Superpower
○	Ground	Fissure
○	Dragon	Outrage

RANK	TYPE	MOVE NAME
○	Normal	Growl
○	Fight	Rock Smash
○	Normal	Stomp
○	Steel	Iron Defense
○	Steel	Iron Head
○	Ground	High Horsepower
○	Steel	Heavy Slam
○	Grass	Power Whip

#880 Dracozolt

TYPE: Dragon / Electric



STRENGTH	●●●○○○
DEXTERITY	●●○○○
VITALITY	●●○○○
SPECIAL	●●○○○
INSIGHT	●●○○○

HEIGHT: 5'11"/1.8m
WEIGHT: 418lbs/ 190kg

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES:
Volt Absorb & Hustle

EVOLUTIVE STAGE: Final.


#880

Fossil Pokémon
A mix-up of DNA during the revival process resulted in this. Its lower body was an incredibly Strong Pokémon that probably preyed on the little one from the upper body. Sometimes ill t will try to run from itself.

RANK	TYPE	MOVE NAME
○	Normal	Tackle
○	Electric	Charge
○	Rock	Ancient Power
○	Dragon	Dragon Tail
○	Normal	Slam
○	Electric	Bolt Beak
○	Dragon	Dragon Rush
○	Electric	Wild Charge

RANK	TYPE	MOVE NAME
○	Electric	Thundershock
○	Flying	Aerial Ace
○	Flying	Pluck
○	Normal	Stomp
○	Electric	Discharge
○	Dragon	Dragon Pulse
○	Dragon	Breaking Swipe
○	Dragon	Draco Meteor

#881 Arctozolt

TYPE: Electric / Ice



STRENGTH	●●●○○○
DEXTERITY	●●○○
VITALITY	●●○○○
SPECIAL	●●○○○
INSIGHT	●●○○○

HEIGHT: 7'07"/2.3m
WEIGHT: 330 lbs/ 150kg

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES:
Bolt Absorb & Static

EVOLUTIVE STAGE: Final.


#881

Fossil Pokémon
This DNA hybrid has a hard time walking around. The bottom part is from a Pokémon from an artic region and the upper lived in warm jungles. Poor thing is always shivering and sneezing without control.

RANK	TYPE	MOVE NAME
○	Ice	Powder Snow
○	Electric	Charge
○	Rock	Ancient Power
○	Ice	Avalanche
○	Normal	Slam
○	Electric	Bolt Beak
○	Ice	Blizzard
○	Electric	Wild Charge

RANK	TYPE	MOVE NAME
○	Electric	Thundershock
○	Normal	Echoed Voice
○	Flying	Pluck
○	Ice	Freeze-Dry
○	Electric	Discharge
○	Ice	Icicle Crash
○	Ice	Hail
○	Ground	Stomping Tantrum

#882 Dracovish

TYPE: Dragon / Water



STRENGTH	●●○○○
DEXTERITY	●●○○○
VITALITY	●●●○○
SPECIAL	●●○○○
INSIGHT	●●○○○

HEIGHT: 7'07"/2.3m
WEIGHT: 474lbs/215kg

BASE HP: 5
SUGGESTED RANK: Ace

ABILITIES: Water Absorb & Strong Jaw

EVOLUTIVE STAGE: Final.


#882

Fossil Pokémon
The DNA of two apex predators combined. It can run at incredibly high speeds and tear almost anything with its sharp teeth. Sadly, this Pokémon can only breathe underwater and it's a lousy swimmer.

RANK	TYPE	MOVE NAME
	Normal	Tackle
	Normal	Protect
	Rock	Ancient Power
	Dragon	Dragon Breath
	Normal	Super Fang
	Water	Fishious Rend
	Dragon	Dragon Rush
	Psychic	Psychic Fangs

RANK	TYPE	MOVE NAME
	Water	Water Gun
	Dark	Brutal Swing
	Dark	Bite
	Normal	Stomp
	Dark	Crunch
	Dragon	Dragon Pulse
	Dragon	Draco Meteor
	Water	Whirlpool

#883 Arctovish

TYPE: Water / Ice



STRENGTH	●●○○○
DEXTERITY	●●○○
VITALITY	●●●○○
SPECIAL	●●○○○
INSIGHT	●●○○○

HEIGHT: 6'07"/2m
WEIGHT: 385lbs/175kg

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Water Absorb & Ice Body

EVOLUTIVE STAGE: Final.


#883

Fossil Pokémon
This mix of DNA made a more stable creature able to move, breathe and resist cold weather, the only problem is that its head is upside down. If it's not fed it cannot hunt on its own and will die of hunger in a few days.

RANK	TYPE	MOVE NAME
	Ice	Powder Snow
	Normal	Protect
	Rock	Ancient Power
	Ice	Aurora Veil
	Normal	Super Fang
	Water	Fishious Rend
	Ice	Blizzard
	Steel	Iron Defense

RANK	TYPE	MOVE NAME
	Water	Water Gun
	Ice	Icy Wind
	Dark	Bite
	Ice	Freeze-Dry
	Dark	Crunch
	Ice	Icicle Crash
	Water	Liquidation
	Psychic	Psychic Fangs

#884 Duraludon

TYPE: Dragon / Steel



STRENGTH	●●●○○
DEXTERITY	●●○○○
VITALITY	●●●○○
SPECIAL	●●●○○
INSIGHT	●●○○

HEIGHT: 5'11"/1.8m
WEIGHT: 88 lbs/ 40kg

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES: Light Metal & Heavy Metal

EVOLUTIVE STAGE: Final.


#884

Alloy Pokémon
Its body resembles a shiny polished metal and it's both lightweight and strong. The only drawback is that it rusts easily. It lives on dry climates and deep inside caves because rain and moisture make it cranky.

RANK	TYPE	MOVE NAME
	Steel	Metal Claw
	Fight	Rock Smash
	Steel	Metal Sound
	Dragon	Dragon Tail
	Normal	Laser Focus
	Steel	Flash Cannon
	Normal	Hyper Beam
	Steel	Steel Beam

RANK	TYPE	MOVE NAME
	Normal	Leer
	Dark	Hone Claws
	Dragon	Breaking Swipe
	Steel	Iron Defense
	Dragon	Dragon Claw
	Steel	Metal Burst
	Dragon	Draco Meteor
	Psychic	Mirror Coat

#885 Dreepy

TYPE: Dragon / Ghost



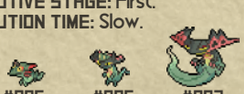
STRENGTH	●●○○
DEXTERITY	●●○○○
VITALITY	●○○
SPECIAL	●○○
INSIGHT	●○○

HEIGHT: 1'08"/0.5m
WEIGHT: 4 lbs/ 2kg

BASE HP: 3
SUGGESTED RANK: Starter

ABILITIES: Clear Body & Infiltrator

EVOLUTIVE STAGE: First.
EVOLUTION TIME: Slow.


#885 #886 #887

Lingering Pokémon
After being reborn as a ghost, Dreepy wanders the areas it used to inhabit back when it was alive in prehistoric seas. Alone they do not pose much of a threat but if they gather in packs you'll be in trouble.

RANK	TYPE	MOVE NAME
	Ghost	Astonish
	Normal	Quick Attack
	Normal	Substitute
	Normal	Double Team

RANK	TYPE	MOVE NAME
	Bug	Infestation
	Dark	Bite
	Dragon	Dragon Tail

#886 Drakloak

TYPE: Dragon / Ghost



HEIGHT: 4'07"/1.4m
WEIGHT: 24 lbs/ 11kg

Caretaker Pokémon
It battles alongside Dreepy and dotes on them until they evolve. Without a Dreepy to place on its head and care for, it gets so uneasy it'll try to substitute it with any Pokémon it finds.

STRENGTH ●●○○○
DEXTERITY ●●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 4
SUGGESTED RANK: Ace

ABILITIES:
Clear Body & Infiltrator

EVOLUTIVE STAGE: Second.
EVOLUTION TIME: Slow.


#885

#886

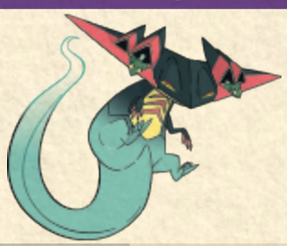
#887

RANK	TYPE	MOVE NAME
○	Ghost	Astonish
●	Normal	Quick Attack
●	Normal	Lock-On
●	Ghost	Hex
●	Normal	Double Hit
●	Dragon	Dragon Dance
●	Ghost	Phantom Force
●	Dragon	Dragon Rush
●	Normal	Last Resort
●	Dark	Sucker Punch

RANK	TYPE	MOVE NAME
○	Bug	Infestation
●	Dark	Bite
●	Dark	Assurance
●	Psychic	Agility
●	Bug	U-turn
●	Dragon	Dragon Pulse
●	Normal	Take Down
●	Normal	Double-Edge
●	Ghost	Confuse Ray
●	Dragon	Draco Meteor

#887 Dragapult

TYPE: Dragon / Ghost



HEIGHT: 9'10"/3m
WEIGHT: 110.2lbs/50kg

Stealth Pokémon
When it isn't battling, it keeps Dreepy in the holes on its horns. Once a fight starts, it launches the Dreepy like supersonic missiles. The smaller Pokémon appear happy to be shot and will reload themselves.

STRENGTH ●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

BASE HP: 6
SUGGESTED RANK: Pro

ABILITIES:
Clear Body & Infiltrator

EVOLUTIVE STAGE: Final.


#885

#886

#887

RANK	TYPE	MOVE NAME
○	Ghost	Astonish
●	Normal	Quick Attack
●	Normal	Lock-On
●	Ghost	Hex
●	Normal	Double Hit
●	Dragon	Dragon Dance
●	Dragon	Dragon Darts
●	Ghost	Phantom Force
●	Dragon	Dragon Rush
●	Normal	Last Resort
●	Psychic	Light Screen

RANK	TYPE	MOVE NAME
○	Bug	Infestation
●	Dark	Bite
●	Dark	Assurance
●	Psychic	Agility
●	Bug	U-turn
●	Dragon	Dragon Breath
●	Dark	Sucker Punch
●	Normal	Take Down
●	Normal	Double-Edge
●	Psychic	Reflect
●	Dragon	Draco Meteor

#888 Zacian

TYPE: Fairy



HEIGHT: 9'02"/2.8m
WEIGHT: 242 lbs/ 110kg

Pokédex has no Data

There is a legend of a heroine who through sheer might weilded the blade of heroes and vanquished a great evil away.

STRENGTH ●●●●●●●
DEXTERITY ●●●●●●●
VITALITY ●●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●●

BASE HP: 5
SUGGESTED RANK: Master

ABILITIES:
Intrepid Sword

EVOLUTIVE STAGE: Unknown.


#888

RANK	TYPE	MOVE NAME
●	Fight	Sacred Sword
●	Steel	Metal Claw
●	Normal	Quick Attack
●	Normal	Slash
●	Steel	Iron Head
●	Dark	Crunch
●	Fight	Close Combat
●	Flying	Air Slash
●	Grass	Solar Blade

RANK	TYPE	MOVE NAME
●	Fight	Quick Guard
●	Normal	Howl
●	Dark	Bite
●	Normal	Swords Dance
●	Normal	Laser Focus
●	Fairy	Moonblast
●	Normal	Giga Impact
●	Psychic	Psycho Cut

#888 Zacian

TYPE: Fairy / Steel



HEIGHT: 9'02"/2.8m
WEIGHT: 242lbs/110kg

Pokédex has no data

There is a legend about a mighty sword able to cut down anything with a single strike, it became known as the Fairy King's Sword, and it inspired awe in friend and foe alike.

STRENGTH ●●●●●●●●
DEXTERITY ●●●●●●●●
VITALITY ●●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●●

BASE HP: 5
SUGGESTED RANK: Master

ABILITIES:
Intrepid Sword

EVOLUTIVE STAGE: Unknown.


#888

RANK	TYPE	MOVE NAME
●	Fight	Sacred Sword
●	Steel	Metal Claw
●	Normal	Quick Attack
●	Normal	Slash
●	Steel	Iron Head
●	Dark	Crunch
●	Fight	Close Combat
●	Flying	Air Slash
●	Grass	Solar Blade
●	Steel	Behemoth Blade

RANK	TYPE	MOVE NAME
●	Fight	Quick Guard
●	Normal	Howl
●	Dark	Bite
●	Normal	Swords Dance
●	Normal	Laser Focus
●	Fairy	Moonblast
●	Normal	Giga Impact
●	Psychic	Psycho Cut
●	Steel	Steel Beam

#889 Zamazenta

TYPE: Fight

RANK	TYPE	MOVE NAME
	Steel	Metal Burst
	Steel	Metal Claw
	Normal	Quick Attack
	Normal	Slash
	Steel	Iron Head
	Dark	Crunch
	Fight	Close Combat
	Psychic	Light Screen
	Normal	Safeguard

RANK	TYPE	MOVE NAME
	Fight	Wide Guard
	Normal	Howl
	Dark	Bite
	Normal	Swords Dance
	Normal	Laser Focus
	Fairy	Moonblast
	Normal	Giga Impact
	Psychic	Reflect



HEIGHT: 9'06"/2.9m
WEIGHT: 463 lbs/ 210kg

Pokédex has no Data

There is a legend of a hero who through sheer might weilded the shiel of heroes to protect the people from the greatest evil.

STRENGTH ●●●●●●●
DEXTERITY ●●●●●●●
VITALITY ●●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●●

BASE HP: 5
SUGGESTED RANK: Master

ABILITIES: Dauntless Shield

EVOLUTIVE STAGE: Unknown.


#889

#889 Zamazenta

TYPE: Fight / Steel

RANK	TYPE	MOVE NAME
	Steel	Metal Burst
	Steel	Metal Claw
	Normal	Quick Attack
	Normal	Slash
	Steel	Iron Head
	Dark	Crunch
	Fight	Close Combat
	Psychic	Light Screen
	Normal	Safeguard
	Steel	Behemoth Bash

RANK	TYPE	MOVE NAME
	Fight	Wide Guard
	Normal	Howl
	Dark	Bite
	Normal	Swords Dance
	Normal	Laser Focus
	Fairy	Moonblast
	Normal	Giga Impact
	Psychic	Reflect
	Steel	Steel Beam



HEIGHT: 9'06"/2.9m
WEIGHT: 463lbs/210kg

Pokédex has no data

There is a legend about a mighty shield able to deflect any attack, it became known as the Fighting Master's Shield, not even the largest creatures could go through it.

STRENGTH ●●●●●●●
DEXTERITY ●●●●●●●
VITALITY ●●●●●●●●
SPECIAL ●●●●●
INSIGHT ●●●●●●●●

BASE HP: 5
SUGGESTED RANK: Master

ABILITIES: Dauntless Shield

EVOLUTIVE STAGE: Unknown.


#889

#890 Eternatus



HEIGHT: 65'07"/ 20m
WEIGHT: 2094lbs/950kg

Pokédex has no data
A large meteorite fell on the Galar region 20, 000 years ago, ever since this happened a power surge has been causing Pokémon to grow gigantic, this phenomenon is happening more in recent years.

TYPE: Dragon / Poison

STRENGTH ●●●●●
DEXTERITY ●●●●●●●
VITALITY ●●●●●●
SPECIAL ●●●●●●●●
INSIGHT ●●●●●●

BASE HP: 10
SUGGESTED RANK: Master

ABILITIES: Pressure

EVOLUTIVE STAGE: Unknown.


#890

RANK	TYPE	MOVE NAME
	Poison	Poison Tail
	Dragon	Dragon Tail
	Poison	Toxic
	Dragon	Dragon Dance
	Dragon	Dragon Pulse
	Dragon	Dynamax Cannon
	Normal	Recover
	Dragon	Eternabeam
	Psychic	Reflect

RANK	TYPE	MOVE NAME
	Ghost	Confuse Ray
	Psychic	Agility
	Poison	Venoshock
	Poison	Cross Poison
	Fire	Flamethrower
	Psychic	Cosmic Power
	Normal	Hyper Beam
	Psychic	Light Screen
	Normal	Protect

At least #890 or more to see!
Stay Tuned for New Pokémon Releases!





Pokémon Moves

It's more important to master the cards you're holding than to complain about the ones your opponents were dealt.

-Grimsley

Pokémon inhabit the vast majority of this world and they protect themselves using wondrous powers. They are able to call upon a certain kind of energy and shape it to attack foes or weaken them; some Pokémon can even use their powers to strengthen or heal themselves and others.

These powers are known as Moves.

All Pokémon have a hidden greatness that lies dormant. Especially your companions.
In the wild, Pokémon will learn new Moves as they grow in age or experience, however, a skilled Trainer will be able to bring out the max potential of any Pokémon.
Remember, your Pokémon are a reflection of you as a Trainer, the Rank you are in will unlock more Moves for your companions.

Just like Pokémon, there are 18 Types of Moves:

Bug	Dark	Dragon	Electric	Fairy	Fight
Fire	Flying	Ghost	Grass	Ground	Ice
Normal	Poison	Psychic	Rock	Steel	Water

Each Type has a unique way of fighting and solving their problems. The most powerful trainers find a Type that matches their way of thinking and facing challenges as a means to be in synch with their Pokémon and have an easier time to bond with them.

All Move descriptions were written by the League and explain their use in Battle. However, Moves are originally used for survival and convenience; even attacking Moves. Through these powers your Pokémon shapes its world and so should you, because Battle is just an aspect of what it means to be a Trainer.

Basic Rules for Moves

- Pokémon may only learn moves from their Rank or lower. Unless they Overank p. 73
- The limit to the amount of Moves a Pokémon is able to learn is equal to its **Insight Score + 2**.
- During a Training Session a Move can be replaced by another one the Pokémon is able to learn.
- An Evolved Pokémon can't learn a Move exclusive to a previous stage, but it may keep it if it got that Move before evolving.

Rules for Moves during Battle

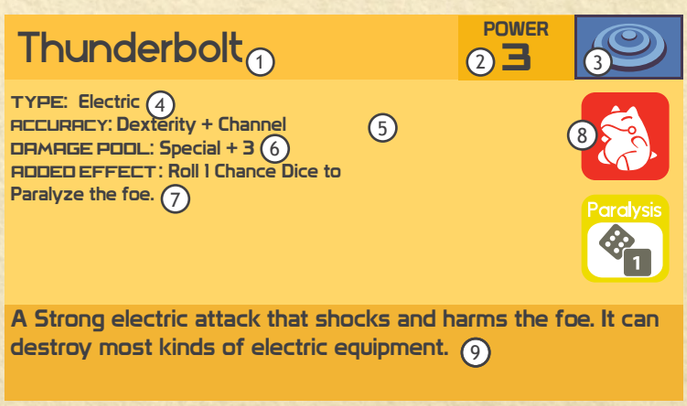
- Moves can only be used during the Pokémon's Turn and during a Clash.
- A Move can be used only ONCE each round. (Clashing counts as using the Move)
- Moves that use a Social Attribute (*Cool, Cute, Tough, Smart, Beauty*) for Accuracy can't be evaded or clashed.
- Moves with **"All Foes in Range"** and **"User and Allies in Range"** affect a **number of targets specified in your Rank. p. 30**
- Who's hit by an **Area Move** is decided by the Storyteller. You may hit your Allies!

Reading a Move

All Moves are presented with graphical elements and text. They are divided in 9 sections.

1. **Name of the Move**
2. **Power** - Number of Dice added to the Damage Roll.
3. **Category Icon** - Physical, Special or Support.
4. **Type** - See The Different Pokémon Types on p.42
5. **Accuracy** - Traits used to perform this Move.
6. **Damage Pool** - Attribute + Power + Modifiers.
7. **Additional Info** - Most Moves have unique effects.
8. **Effect Icons** - They are a quick reference as to what the Move does in battle.
9. **Move Description** - It will tell you what you need to know about using this Move inside or outside a Battle.

Find creative uses for your Pokémon Moves.



Effect Icons

There are many Icons in this Move Encyclopedia. They are a quick reference to show what they target, their accuracy, and most importantly, their effects.
Most Moves Icons are self-explainatory and useful.

Category Icon

Physical *Special* *Support*



Physical Moves are resisted with Defense. **They are close range attacks.** Some can be long range, labeled as Ranged.
Special Moves are resisted with Special Defense. **They are always long range.**
Support Moves don't deal any direct Damage.

Chance Dice

The probability at which a Move's Effect is activated. The number marked on the Icon is the amount of Chance Dice you will Roll.



At least one Chance Dice must come up as  , if it does, the Effect will be triggered. Sometimes a Chance Dice Icon will be inside a Status Ailment Box to show the chance to inflict that Ailment, here's an example:



Is Never Affected/Is Always Affected



When an effect has this Icon, the target of that effect will never be affected.



When an effect has this Icon, the target of that effect will always be affected.
These Icons will be inside a Box with an effect. Here's an example:



Always Flinches



Never Flinches

Reduced Accuracy



Reduce the noted number of successes from the Move's Accuracy Roll.
For more info, see p.51

Target

These Icons illustrate who'll be affected by the Move.
Green Target Icons are used for the User or its Allies:
Red Target Icons are used for Foes:

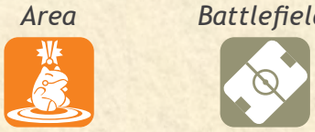
User *One Ally* *User & All Allies in Range*



Foe *Random Foe* *All Foes in Range*



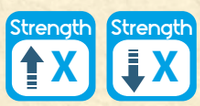
Area *Battlefield**



*Moves targeted at the Battlefield can't be evaded/clashed.

Increase/Reduce Box

The Move will Increase or Decrease the noted Trait.
Arrow Up means the Attribute is Increased.
Arrow Down means the Attribute is Decreased.
Blue Icons will modify the User's Traits.



Red Icons will modify the Foe's Traits.



"X" represents a number, it will tell you how many points will be modified, Sometimes they are accompanied by a Chance Dice placed to their left:



For more info, see p.52

Modified Damage

Some Moves and Abilities deal damage and allow to resist damage in a different way.



Add the noted number of dice to the Damage Pool.



Reduce the noted number of Damage.



Inflict the noted number of Damage

Trainer Tips

Pay Attention to the Effects of your Moves.
They will be the key for victory if you learn to combine them.

Block



The target can't escape and can't be switched back.

Charge



The User spends one action charging the Move.
The Move is rolled with another action on its next turn.

Fist Based



The Move requires hands or fists.

Heal



The Move can Heal HP. Sometimes it's a fixed number:



Heaing Moves cost 1 Will Point to activate.
For more info, see p.54

High Crit



Score a Critical Hit with 1 success less than required.
For more info, see p.52

Lethal



The Move inflicts Lethal Damage. For more Info, see p.53

Must Recharge



After hitting with this Move, the User must rest with its first Action on the next Round.

Never Fail



This Move cannot be Evaded, but can be Clashed.

Priority/ Low Priority



The Move ignores Initiative Order and acts right away.



The Move takes effect at the End of the Round, even if it's used at the beginning.

For more info, see p. 53

Rampage



The User may use this Move up to 3 times without interruption, even during the same Round. It cannot Evade or perform another Move. After the Rampage is over, **the user will be Confused.**

Recoil



The user will be hurt by its own Move. Roll damage normally against the foe, then roll again each success you scored as damage to the User ignoring its defenses.

Shield



If the Pokemon performs another Shield Move during the next Round, that Move's Accuracy Roll is reduced by 2 successes. For more info, see p.54

Sound Based



These Moves bypass Substitute, Light Screen, Reflect, and Cover.

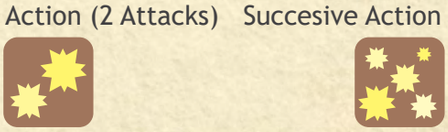
Status Condition Box



The Move inflicts a Status Ailment.
Each Status Ailment is described on detail on p.57

Succesive Actions

Double Action (2 Attacks) Succesive Action (5 Attacks)



The Move allows you to perform Multiple Actions in succession before the foe can act. More info, see p.55

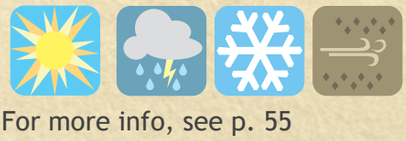
Switcher Move



Only one Switcher Move may be used per round.
Switch a Pokémon in the battlefield for one of its allies still on their Pokeball.

Weather

The Move changes the weather to:



For more info, see p. 55

Bug

Super Effective against:

Dark | Grass | Psychic

It's Not Very Effective against:

Fairy | Fight | Fire | Flying | Ghost | Steel

Bug Moves add a sting to all your attacks. They rely on quick, low-power strikes with added effects and swarm tactics. Some Moves can call more Bug Pokémon to prevent the foe from escaping or to help you on your actions.
Bug Moves don't try to play it safe, they usually go all-out offensive or don't go at all. If you think these Pokémon just want to bug you, take a good look, they may have a lot of friends.

Attack Order

POWER 3

TYPE: Bug
ACCURACY: Tough + Nature
DAMAGE POOL: Strength + 3
ADDED EFFECT: High Critical. Ranged.

The user calls upon her swarm and heeds them to charge against you. No matter where you run, they will surround you. Hope you are not allergic to bees.

Bug Bite

POWER 2

TYPE: Bug
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: If the Target Pokémon is holding a berry, the user eats it and gains its effects.

The Pokémon nibbles its foe, if it finds something tasty it will eat it in an instant. It may try to eat almost anything.

Bug Buzz

POWER 3

TYPE: Bug
ACCURACY: Special + Perform
DAMAGE POOL: Special + 3
ADDED EFFECT: Sound Based. Roll 1 Chance Dice to reduce foe's Sp. Defense.

Sp. Def 1

The Pokémon uses its wings or a part of its body to emit sound waves that harm and affect the target.

Defend Order

POWER –

TYPE: Bug
ACCURACY: Tough + Nature
DAMAGE POOL: -
ADDED EFFECT: User Increases its Defense and Sp. Defense.

Defense 1 | Sp. Def 1

A swarm of bugs flies around the user, creating a barrier to protect this Pokémon from damage.

Fell Stinger

POWER 1

TYPE: Bug
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: If the foe faints due to damage from this attack, Increase the user's Strength.

Strength 2

The Pokémon stings the target, if the foe is too weakened to move it absorbs part of its power.

First Impression

POWER 3

TYPE: Bug
ACCURACY: Strength + Intimidate
DAMAGE POOL: Strength + 3
ADDED EFFECT: Priority. This move will only work on the First Round the Pokémon is out in battle. From the second round on, it will fail automatically

Priority 2

The Pokémon makes a dramatic entrance to the battlefield, taking the foe by surprise as to who its opponent really is.

Fury Cutter

POWER 1

TYPE: Bug
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Successive Actions.

The Pokemon makes use of its claws or scythes to land as many hits as possible.

Heal Order

POWER –

TYPE: Bug
ACCURACY: Tough + Nature
DAMAGE POOL: -
ADDED EFFECT: Basic Heal.

The Pokémon commands its swarm to bring some healing honey.

Infestation

POWER 1

TYPE: Bug
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 1
ADDED EFFECT: Blocks. Roll 2 Dice of Damage against the foe at the end of each Round. Lasts 4 Rounds.



The Pokémon summons a huge swarm of bugs to prevent the foe from escaping. Sometimes the swarm may take a hit to the foe. The call extends for hundreds of yards.

Pollen Puff

POWER 3*

TYPE: Bug
ACCURACY: Special + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: When this move is used against an ally, it will heal 1 HP instead of dealing damage.*



The Pokémon creates a puff of pollen that explodes on the foe's face and gives them a terrible allergy. When consumed these puffs are sweet and very nutritious.

Leech Life

POWER 3

TYPE: Bug
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: The user restores HP equal to half the damage dealt, rounded down.



The user attacks a vital spot and sucks away the vitality of its foe.

Powder

POWER –

TYPE: Bug
ACCURACY: Insight + Nature
DAMAGE POOL: -
ADDED EFFECT: Add 3 Extra Dice to the Damage Pool of the next Fire-Type Attack that hits the Target.



The foe is fully covered with a flammable powder, a source of fire might ignite it with explosive results.

Lunge

POWER 3

TYPE: Bug
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Reduce foe's Strength.

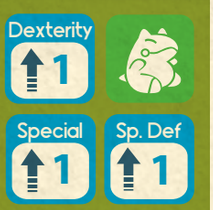


The User charges against the foe at full force, not just to knock it down but to restrain it with it's many limbs.

Quiver Dance

POWER –

TYPE: Bug
HIT POOL: Beauty + Perform
DAMAGE POOL: -
ADDED EFFECT: Increases Dexterity, Special and Sp. Defense.



A mystical and beautiful dance that boosts a Pokémon's dexterity and focus.

Megahorn

POWER 5

TYPE: Bug
ACCURACY: Strength + Brawl
DAMAGE POOL: Strength + 5
ADDED EFFECT: Lethal Damage.



The Pokémon uses its strong horn(s) to pierce its foe and deal massive damage.

Rage Powder

POWER –

TYPE: Bug
ACCURACY: Insight + Intimidate
DAMAGE POOL: -
ADDED EFFECT: During this Round, all damaging moves from any foe must target the User.



The Pokemon releases an irritating powder that annoys and enrages foes into attacking.

Pin Missile

POWER 1

TYPE: Bug
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Ranged. Successive Actions.

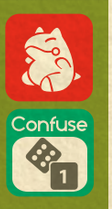


The Pokemon showers its foe with stings or spikes that pierce like needles.

Signal Beam

POWER 3

TYPE: Bug
ACCURACY: Special + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: Roll 1 Chance Dice to Confuse the foe.



The user emits an intense light that harms the foes and may leave them dazed like moths.

Silver Wind

POWER 2

TYPE: Bug
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Roll 1 Chance Dice to Increase User's Strength, Dexterity, Special, Defense and Sp. Defense.

Strength 1 | Dexterity 1 | Special 1 | Defense 1 | Sp. Def 1

The Pokemon blows a beautiful silver colored wind that harms the foe, the performance may give the user a big confidence boost.

Struggle Bug

POWER 1

TYPE: Bug
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 1
ADDED EFFECT: Reduce the Foe's Special.

Special 1

The Pokemon lays on its back and struggles with the foe, distrupting the foe's concentration.

Spider Web

POWER –

TYPE: Bug
ACCURACY: Insight + Stealth
DAMAGE POOL: -
ADDED EFFECT: Blocks.

The User quietly releases a web on the field. All foes will be trapped.

Tail Glow

POWER –

TYPE: Bug
ACCURACY: Insight + Nature
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Special.

Special 3

The User emits a strong light. This Pokémon will stare at its brightness to enter a trance.

Steamroller

POWER 2

TYPE: Bug
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Roll 3 Chance Dice to Flinch the foe.

Flinch 3

The user curls up and rolls at full speed to strike the foe. It may leave the target swatted on the ground.

Twineedle

POWER 1

TYPE: Bug
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Double action. Ranged. Roll 2 Chance Dice to Poison the foe per hit. Ranged.

Poison 2

The Pokémon stabs the foe with its sting, claws or spikes infused with poison.

Sticky Web

POWER –

TYPE: Bug
ACCURACY: Insight + Nature
DAMAGE POOL: -
ADDED EFFECT: Entry Hazard. Foe Pokémon that enter the battlefield get a Dexterity Reduction. Pokemon with the Levitate ability and Flying Type Pokemon are immune to this effect.

Dexterity 1

The Pokémon quickly covers the arena with a sticky web, newly arrived Foes will have trouble moving with ease.

U-Turn

POWER 3

TYPE: Bug
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: The user switches out after dealing damage. the replacement Pokémon arrives ready to fight. Roll its initiative. Switcher Move.

The user strikes its foe, then quickly goes back to safety while another party Pokémon takes its place.

String Shot

POWER –

TYPE: Bug
ACCURACY: Insight + Nature
DAMAGE POOL: -
ADDED EFFECT: Target All Foes in Range. Reduce the Dexterity of those affected.

All | Dexterity 1

The user shoots a silk string that ties and limits the movement of its foe.

X-Scissor

POWER 3

TYPE: Bug
ACCURACY: Strength + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: -

The Pokémon uses its scythes or claws as if they were a pair of scissors to cut through the foe.

Dark

Super Effective against:

Ghost | Psychic

It's Not Very Effective against:

Dark | Fairy | Fight

Dark Types prey on the weak. They rely on hindering the foe and fighting dirty. These Moves use tricks, lies and negative feelings. Dark Pokémon are vicious and their Moves very dangerous. They love it, sometimes being nasty is way more fun.

Dark Types always try to Battle while putting the foes at a complete disadvantage. Never underestimate the power of proper planning.

Bite

POWER 2

TYPE: Dark
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Roll 3 Chance Dice to Flinch the foe.

Flinch 3

The User lands a vicious bite that may leave an ugly bruise.

Brutal Swing

POWER 2

TYPE: Dark
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Lethal. Target All foes in Range.

All

The Pokémon starts attacking at full force with its claws, anyone unfortunate enough to be on its path will end up severely wounded.

Assurance

POWER 2*

TYPE: Dark
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: If the User has already received damage from the target this Round, Add 2 Extra Dice to the Damage Pool.

The user retaliates against the foe, the rush of adrenaline allows it to hit harder.

Crunch

POWER 3

TYPE: Dark
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Lethal. Roll 1 Chance Dice to reduce foe's Defense.

Defense 1

The Pokemon uses its fangs to viciously tear whatever it is biting.

Baddy Bad

POWER 3

TYPE: Dark
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: If successful, for the next 4 Rounds the User and Allies will receive 1 less damage from Physical Attacks. This effect does not stack. If the user of this Move is at its Final Stage of Evolution, this move fails.

The Pokémon acts like a thug and channels its own dark aura as protection for itself and its allies.

Dark Pulse

POWER 3

TYPE: Dark
ACCURACY: Insight + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: Targets random foe. Roll 2 Chance Dice to Flinch the foe.

Flinch 2

The Pokemon sends a wave of dark feelings that affect those who are most vulnerable, hurting the foe and leaving it unable to act.

Beat Up

POWER 2*

TYPE: Dark
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: If the attack is successful, add 2 Dice of Damage for every ally Pokémon that spends an action to help the user perform this move, up to 3 allies may join. *

The user calls other Pokemon to aid it in battle, together they give a beating to the foe.

Dark Void

POWER –

TYPE: Dark
ACCURACY: Insight + Channel
DAMAGE POOL: -
ADDED EFFECT: All Foes in Range have the Sleep condition.

Accuracy 3 | All | Sleep

A portal opens and transports all foes to a world of darkness, inside they can't see or feel anything, it's like they are trapped in an eternal slumber.

Darkest Lariat

POWER 3

TYPE: Dark
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Ignore the foe's Attribute Increases that would decrease this Move's damage.

The User swings both of its arms against the target, there's no armor thick enough to stop the strike.

Flatter

POWER –

TYPE: Dark
ACCURACY: Cool + Allure
DAMAGE POOL: -
ADDED EFFECT: Increase the Foe's Special. Confuse the Foe.

Confuse ✓ Special ↑1

The User starts flattering and admiring its opponent, it sure makes it feel good about itself but why?

Embargo

POWER –

TYPE: Dark
ACCURACY: Tough + Intimidate
DAMAGE POOL: -
ADDED EFFECT: The target cannot use its held item, nor its trainer can use items on it.

The User quickly takes out the held item of a Pokemon. It also empties the bag of the trainer and forces everyone to stay away from their own properties. Evil doers master this Move.

Fling

POWER 1*

TYPE: Dark
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Ranged. Add up to 4 Dice to the Damage Pool, depending on the held item thrown. See P. 432 for more info.

The user takes its held item and throws it at the opponent. You may get it back after the fight.

Fake Tears

POWER –

TYPE: Dark
ACCURACY: Cute + Perform
DAMAGE POOL: -
ADDED EFFECT: Reduce the foe's Sp. Defense.

Sp. Def ↓2

The user stops battling and feigns to be crying, disrupting the foe's mood to battle and making it lower its guard.

Foul Play

POWER 3

TYPE: Dark
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Foe's Strength +3
ADDED EFFECT: S.T.A.B. of the user and Strength of the foe apply for this move's damage.

The user feints attacks then tricks the foe who ends up hurting itself.

False Surrender

POWER 3

TYPE: Dark
ACCURACY: Insight + Allure
DAMAGE POOL: Strength + 3
ADDED EFFECT: Never Fails.

The Pokémon bows in defeat, begging for forgiveness, then backstabs its guillible foe.

Hone Claws

POWER –

TYPE: Dark
ACCURACY: Insight + Nature
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Strength and Accuracy.

Strength ↑1 Accuracy ↑1

The Pokémon sharpens its claws to perform more precise attacks.

Feint Attack

POWER 2

TYPE: Dark
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Never Fail.

The Pokémon approaches the foe disarmingly then attacks suddenly without giving any time to react.

Hyperspace Fury

POWER 4

TYPE: Dark
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 4
ADDED EFFECT: Never Fails. Ignores the effect of any Shield Move the Foe might have used.
Reduce the user's Defense.

Defense ↓1

The Pokémon opens portals to attack with each one of its arms, bypassing all defenses and making it impossible to escape, however, the user's defense also gets neglected.

Jaw Lock

POWER 3

TYPE: Dark
ACCURACY: Strength + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Both User and Target are Blocked.

The User will capture its foe in a crushing jaw grip. It won't let go no matter hoy much you try to separate them. The only way it will release its victim it's by fainting.

Night Slash

POWER 3

TYPE: Dark
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Lethal. High Critical.

The user quickly slashes through the target as soon as it gets the chance. The intent to end the target's life is frightening.

Knock Off

POWER 2

TYPE: Dark
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: The target Pokémon loses its held item.

The Pokémon makes a quick tackle that knocks off anything the foe was holding.

Obstruct

POWER –

TYPE: Dark
ACCURACY: Dexterity + Intimidate
DAMAGE POOL: -
ADDED EFFECT: Priority. Shield Move.
* If the Foe used a Non-Ranged Physical Move against the user, Reduce the Foe's Defense.

* Defense -2
Priority +4

In a reckless action, the User charges against the foe to stop its momentum and block its incoming attack. Being so close allows the User to reach for weak spots.

Memento

POWER –

TYPE: Dark
ACCURACY: Will + Channel
DAMAGE POOL: -
ADDED EFFECT: The user faints. Reduce foe's Strength, Dexterity, Special, Defense and Sp. Defense. Lasts for a whole scene.

Strength -2 | Dexterity -2 | Special -2 | Defense -2 | Sp. Def -2

The User unleashes all its remaining power to send a wave of hopeless thoughts to haunt the foe's mind and soul. The target will be left in grief.

Parting Shot

POWER –

TYPE: Dark
ACCURACY: Tough + Intimidate
DAMAGE POOL: -
ADDED EFFECT: Reduce Foe's Strength and Special. The user switches out. The new Pokémon arrives ready to fight. Roll its Initiative. Switcher Move.

Strength -1 | Special -1

The User threatens the foe, leaving it too scared to pursuit the user or overwhelm the ally that just switched in the battlefield.

Nasty Plot

POWER –

TYPE: Dark
ACCURACY: Clever + Alert
DAMAGE POOL: -
ADDED EFFECT: Increase the user's Special.

Special +2

The Pokémon starts plotting on how to defeat the enemy. Its evil laugh reveals the bad intentions.

Payback

POWER 2*

TYPE: Dark
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Add 2 Extra Dice to the Damage Pool if the target already damaged you this Round.

The Pokémon tackles the target with hatred and vengeance.

Night Daze

POWER 3

TYPE: Dark
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: Roll 4 Chance Dice to Reduce foe's Accuracy.

4 | Accuracy -1

The user forms a pitch black wave that hurts the foe. This darkness may remain obstructing the target's vision.

Power Trip

POWER 1*

TYPE: Dark
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 1*
ADDED EFFECT: Add 1 Dice to the Damage Pool of this Move for every Attribute increase the user has. Up to 7 Dice may be added this way. (ie. The user has 2 increased points on Defense, add 2 Damage dice)

In the heat of the battle, the Pokémon gets carried away, relishing on its own power.

Punishment

POWER 1*

TYPE: Dark
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Add up to 7 Dice to the Damage Pool for every Increased Attribute the foe has. (i.e Foe has 1 Increased dice in Dexterity & Strength That equals +2 Dice on the Damage Pool of this attack).

User Takes advantage of its foe's strengths to use them against it.

Sucker Punch

POWER 3

TYPE: Dark
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: This move can only be used after the Target rolls a damaging move.

* Priority 1

While the foe is preparing its attack, the user takes advantage and strikes.

Pursuit

POWER 2*

TYPE: Dark
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: If the foe is Switching Out or escaping, Add 2 Dice to the Damage Pool and add Priority to this move.

Priority 1

The Pokémon chases the foe to deliver a final blow before it escapes.

Switcheroo

POWER –

TYPE: Dark
ACCURACY: Insight + Stealth
DAMAGE POOL: -
ADDED EFFECT: User and Foe switch their Held Item. If only one Pokémon is holding an item it gives it away.

The user quickly switches the held items before the foe can realize what happened.

Quash

POWER –

TYPE: Dark
ACCURACY: Tough + Intimidate
DAMAGE POOL: -
ADDED EFFECT: For the rest of the scene, the target will go last in the order of Initiative.

The user represses the foe with intimidation so it has to think twice before acting.

Taunt

POWER –

TYPE: Dark
ACCURACY: Tough + Intimidate
DAMAGE POOL: -
ADDED EFFECT: The target Pokémon can only perform Damaging Moves and Evasion actions for the next 4 Rounds.

The user mocks and teases the target to make it attack in a raging fury.

Snarl

POWER 2

TYPE: Dark
ACCURACY: Insight + Perform
DAMAGE POOL: Special + 2
ADDED EFFECT: Sound Based. Reduce the foe's Special.

Special 1

The Pokémon viciously snarls showing its teeth. Its menacing look will make the foe cower in fear.

Thief

POWER 2

TYPE: Dark
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: The user steals the foe's Held Item.

The Pokémon strikes its foe and takes the opportunity to steal whatever the target was holding.

Snatch

POWER –

TYPE: Dark
ACCURACY: Clever + Stealth
DAMAGE POOL: -
ADDED EFFECT: Erase any Increase or Decrease on the foe's Traits, and place them on the User instead.

The user analyzes the advantages of the foe then makes them their own.

Throat Chop

POWER 3

TYPE: Dark
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: The target cannot use any "Sound Based" Move for the rest of the scene.

A heinous attack to a Pokémon's throat that will leave them unable to make a sound for hours.

Topsy-Turvy

POWER –

TYPE: Dark
ACCURACY: Tough + Intimidate
DAMAGE POOL: -
ADDED EFFECT: Any Decreases on the foe's Attributes become Increases and visce versa.

The user changes the nature of its target, bad things become good and good things become bad.

Torment

POWER –

TYPE: Dark
ACCURACY: Tough + Intimidate
DAMAGE POOL: -
ADDED EFFECT: The target cannot use the same Moves it used during the last Round. Lasts 4 Rounds

The user torments and enrages the foe, making it unable to keep using its strategy.

Dragon

Super Effective against:

Dragon

It's Not Very Effective against:

Steel

No effect against:

Fairy

Dragon Types are ferocious and fearsome. They rely on high-power attacks to quickly dispatch the foe. Dragon Pokémon are eager to fight, easily angered and don't show mercy nor respect towards anyone.
They wish to defeat strong opponents, take over large lands, and covet anything they find precious.
Their attacks are very powerful and devastating.

Breaking Swipe

POWER 2

TYPE: Dragon
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: All Foes in Range. Reduce the Strength of those affected.

All
Strength 1

The Pokémon will use its tail to make a long swipe at its foes. A few cracks are heard, and the foes will limp afterwards.

Clanging Scales

POWER 4

TYPE: Dragon
ACCURACY: Dexterity + Perform
DAMAGE POOL: Special + 4
ADDED EFFECT: Sound Based. Target all Foes in Range. Reduce User's Defense.

All
Defense 1

The Pokémon rattles the scales of its armor creating a frightening noise in the area. Some of its scales fall off as a result, leaving some areas exposed.

Clangorous Soul

POWER –

TYPE: Dragon
ACCURACY: Tough + Perform
DAMAGE POOL: -
ADDED EFFECT: User deals Damage to itself equal to Half of its total HP rounded down. Increase User's Strength, Dexterity, Special, Defense and Sp. Defense.

Strength 1 | Dexterity 1
Special 1 | Defense 1 | Sp. Def 1

The Pokémon shakes its scales around, to sharpen, shed, and rearrange them. It's a bit rough, but in the end the Pokémon feels more focused for battle.

Core Enforcer

POWER 4

TYPE: Dragon
ACCURACY: Special + Channel
DAMAGE POOL: Special + 4
ADDED EFFECT: If successful and the target of this Move has already inflicted damage this Round, remove the Foe's Ability for the rest of the Scene. (Battle Bond, Comatose, Disguise, Multitype, Power Construct, RKS System, Schooling, Stance Change & Shields Down are exceptions)

Zygarde shoots a beam that fractures the target to its core, rendering it unable to sustain even the most basic of its traits.

Draco Meteor

POWER 6

TYPE: Dragon
ACCURACY: Special + Channel
DAMAGE POOL: Special + 6
ADDED EFFECT: Lethal. Reduce user's Special.

Accuracy 1
Special 2

The Pokémon calls a comet that falls from the sky to deal a brutal amount of damage. This feat demands a lot from the user.

Dragon Breath

POWER 2

TYPE: Dragon
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Roll 3 Chance Dice to Paralyze the foe.

Paralysis 3

The user lets out a mystical green breath that hinders the movement of anyone it touches.

Dragon Claw

POWER 3

TYPE: Dragon
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: -

The Pokemon uses its strong claws to deliver a fierce tearing blow.

Dragon Rage

POWER –

TYPE: Dragon
ACCURACY: Dexterity + Channel
DAMAGE POOL: 2 Automatic Damage
ADDED EFFECT: Set damage.

Damage 2

A dual colored flame that always leaves the same burn marks on everything it touches.

Dragon Dance

POWER –

TYPE: Dragon
ACCURACY: Tough + Perform
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Strength and Dexterity.

Strength 1 Dexterity 1

The user performs a vigourous and mystical dance that boosts the fighting spirit and reflexes.

Dragon Rush

POWER 4

TYPE: Dragon
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 4
ADDED EFFECT: Roll 2 Chance Dice to Flinch the foe.

Accuracy 2 Flinch 2

The user charges rapidly against the foe. The strike may leave the target gasping for air.

Dragon Darts

POWER 2

TYPE: Dragon
ACCURACY: Dexterity + Channel
DAMAGE POOL: Strength + 2
ADDED EFFECT: Ranged. Double Action.

The Pokémon's head is a nest for its less evolved forms, the younglings will sometimes be used as projectiles.

Dragon Tail

POWER 2

TYPE: Dragon
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Low Priority. The target is hit and knocked back to its trainer, stunned. Forcing the trainer to send another Pokémon. In the wild the target is sent away. Switcher Move.

Accuracy 1 Priority 1

This powerful tail strike can knockback anyone up to 100 feet away!

Dragon Hammer

POWER 3

TYPE: Dragon
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: -

The Pokémon swings its body as a hammer and leaves the foe nailed to the cracked ground.

Dual Chop

POWER 2

TYPE: Dragon
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Double Action.

Accuracy 1

The Pokémon strikes the foe with two brutal blows.

Dragon Pulse

POWER 3

TYPE: Dragon
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: -

The user opens its mouth and sends a powerful wave of energy.

Dynamax Cannon

POWER 4*

TYPE: Dragon
ACCURACY: Special + Channel
DAMAGE POOL: Special + 4*
ADDED EFFECT: If the Foe is under the effects of Dynamax, This Move becomes Lethal and you add 4 Extra Dice to the Damage Pool.

The Pokémon shoots a heavy projectile, if the foe is under the effects of the Dynamax phenomenon all the energy will concentrated and explode on the Target.

Eternabeam

POWER 7

TYPE: Dragon
ACCURACY: Special + Channel
DAMAGE POOL: Special + 7
ADDED EFFECT: Lethal.
Must Recharge



The Pokémon shoots an incredibly powerful beam towards the sky. The energy released might keep traveling through space thousands of years later.

Outrage

POWER 5

TYPE: Dragon
ACCURACY: Strength + Brawl
DAMAGE POOL: Strength + 5
ADDED EFFECT: Rampage. Targets random foe.

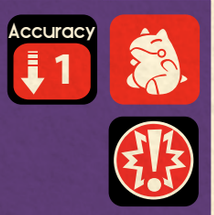


The user awakens their primal instinct as a dragon and unleashes its uncontrollable fury, destroying everything in its path. After that, the Pokémon is left disoriented and confused.

Roar of Time

POWER 6

TYPE: Dragon
ACCURACY: Special + Channel
DAMAGE POOL: Special + 6
ADDED EFFECT: Lethal. If successful, the target can't have any action until next Round.

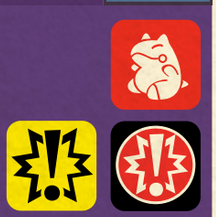


Through a terrifying roar, Dialga bounds the forces of time on a single area, the unfortunate target will be trapped in a time warp, growing old in a matter of seconds.

Spacial Rend

POWER 4

TYPE: Dragon
ACCURACY: Special + Channel
DAMAGE POOL: Special + 4
ADDED EFFECT: Lethal. High Critical.

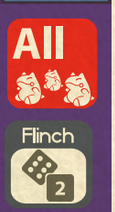


With a flicker of its claws, Palkia defragments the space around its foe. Those who survive rarely do preserve their original shape.

Twister

POWER 2

TYPE: Dragon
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Roll 2 Chance Dice to Flinch the foes.



The Pokemon lets out a spiral current that surrounds the foes. They can't move until they free themselves from this terrible whirlwind.

Electric

Super Effective against:

Flying | Water

It's Not Very Effective against:

Dragon | Electric | Grass

No effect against:

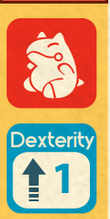
Ground

Electric Type is rather common in big cities.
They feel attracted to power and technology as a means to increase their own electric charge.
Electric Moves will root the foe in place with Paralysis.
They can discharge their electricity with huge area attacks or affect the room's ions, electric currents and magnetic fields. They are also able to charge their energy to release more powerful attacks.

Aura Wheel

POWER 4

TYPE: Electric
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 4
ADDED EFFECT: If successful, Increase user's Dexterity.
If the user is in "Hangry" Form this Move is considered to be Dark-Type.

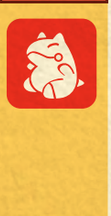


The Pokémon happily runs into a wheel made of electricity that strikes the foe. If the user is feeling hungry the wheel's energy is replaced by a dark aura.

Bolt Beak

POWER 2*

TYPE: Electric
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2*
ADDED EFFECT: If the Target hasn't had a Turn this Round, add 2 Extra Dice to the Damage pool.

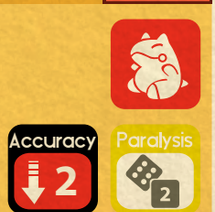


The Pokémon charges with its beak and pecks its foe, if the foe is not fast it will be zapped a jolt of electricity.

Bolt Strike

POWER 6

TYPE: Electric
ACCURACY: Strength + Brawl
DAMAGE POOL: Strength + 6
ADDED EFFECT: Roll 2 Chance Dice to Paralyze the foe.



Zekrom delivers a powerful tackle while discharging lightning through its body. The foe is rendered unable to move, either by the strike of the electricity.

Buzzy Buzz

POWER 3

TYPE: Electric
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: Paralize the foe.
If the user of this Move is at its Final Stage of Evolution, this move fails.

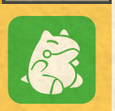


The Pokémon releases a jolt of static electricity from its fur, that makes a cute zapping sound. It's all fun and games until somebody gets paralyzed.

Charge

POWER –

TYPE: Electric
ACCURACY: Insight + Nature
DAMAGE POOL: -
ADDED EFFECT: Add 2 Dice to the Damage Pool to the next Electric Damaging move the user performs.



The user concentrates all the electricity in its body to be released.

Charge Beam

POWER 2

TYPE: Electric
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Roll 5 Chance Dice to Increase the User's Special.

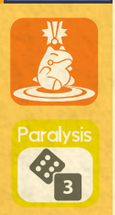


The Pokémon lets out an electric beam then uses the remaining charge to boost its power.

Discharge

POWER 3

TYPE: Electric
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: Area Attack. Roll 3 Chance Dice to Paralize those affected.



The user releases its stored electricity in all directions.

Eerie Impulse

POWER –

TYPE: Electric
ACCURACY: Insight + Nature
DAMAGE POOL: -
ADDED EFFECT: Reduce foe's Special.



The user radiates electricity around itself, the foe will think twice about attacking.

Electric Terrain

POWER –

TYPE: Electric
ACCURACY: Insight + Nature
DAMAGE POOL: -
ADDED EFFECT: For the Next 4 Rounds all Electric Attacks will deal 1 Extra Dice of Damage.
Anyone on the ground will be cured from "Sleep" Status.

The user electrifies the terrain, making it impossible to get a good night's sleep on it.

Electrify

POWER –

TYPE: Electric
ACCURACY: Insight + Nature
DAMAGE POOL: -
ADDED EFFECT: The Damage from the next attack made by the target will be Electric Type.

The user hurls an electric projectile to the target, the foe is charged with electricity until it is released by the foe's next attack.

Electro Ball

POWER 2*

TYPE: Electric
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2*
ADDED EFFECT: Add 1 Extra Dice to the Damage Pool of the user for every Point on Dexterity it has that surpases the Foe's. Up to 4 Dice might be added this way.

The Pokémon creates a small electricity orb that is hurled at the target. If the user is faster, the impact will be bigger.

Electroweb

POWER 2

TYPE: Electric
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: All foes in Range. Reduce Dexterity of those affected.



Shoots an electrified web at all foes to restrict their movement. Walking through this web can be painful.

Fusion Bolt

POWER 4*

TYPE: Electric
ACCURACY: Strength + Channel
DAMAGE POOL: Strength + 4*
ADDED EFFECT: Lethal. If the Move "Fusion Flare" has already been used by anyone this Round, add 4 Extra Dice to the Damage Pool of this Move.

The Pokémon strikes with a devastating electric impact, said impact will grow larger and stronger if there's a special kind of fire nearby.

Ion Deluge

POWER –

TYPE: Electric
ACCURACY: Insight + Nature
DAMAGE POOL: -
ADDED EFFECT: For the rest of the Scene, Normal Type Moves will deal damage as if they were Electric Type Moves.

The user amplifies all electrically charged particles in the environment. The results are shocking!

Parabolic Charge

POWER 2

TYPE: Electric
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Area Attack. The user restores HP equal to half the damage dealt to one target, rounded down.

The Pokemon lets go a big electric charge from its body. The charge comes back to it even bigger.

Magnet Rise

POWER –

TYPE: Electric
ACCURACY: Insight + Nature
DAMAGE POOL: -
ADDED EFFECT: For the Next 4 Rounds the User gains immunity against Ground Type Moves.

The Pokémon uses the magnetic field of the earth to repel itself from the ground, allowing it to float for a short period of time.

Pika Papow

POWER 0*

TYPE: Electric
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 0 (Up to +5)
ADDED EFFECT: Add 1 Die to the Damage Roll for every point of Happiness on the User. If the user of this Move is at its Final Stage of Evolution, this move fails.

The User lets out its energy in the form of a lightning strike, the happier the user feels the more energized it will be.

Magnetic Flux

POWER –

TYPE: Electric
ACCURACY: Insight + Nature
DAMAGE POOL: -
ADDED EFFECT: Increase the Defense and Sp. Defense of User and all its Electric and Steel Type Allies.

All
Defense 1
Sp. Def 1

The Pokémon bends the magnetic field around itself, this also affects all allies who are sensible to it.

Plasma Fists

POWER 4

TYPE: Electric
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 4
ADDED EFFECT: Fist Based. If successful, all Normal-Type Moves of the user will be considered Electric-Type until the end of the Scene.

The user charges its fists with electricity, upon impact, the charge materializes into plasma that adds an electric element to all of its Normal moves.

Nuzzle

POWER 1

TYPE: Electric
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Paralyze the foe.

Paralysis

The Pokémon rubs its electrified cheeks against the foe, it looks very cute but it can be dangerous.

Shock Wave

POWER 2

TYPE: Electric
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Never Fail.

The user quickly releases jolts of electricity that are too fast for many to react.

Overdrive

POWER 3

TYPE: Electric
ACCURACY: Dexterity + Perform
DAMAGE POOL: Special + 3
ADDED EFFECT: All Foes in Range. Sound Based.

All

The Pokémon uses its own body as an amplifier for the energizing sounds it produces.

Spark

POWER 2

TYPE: Electric
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Roll 3 Chance Dice to Paralyze the foe.

Paralysis 3

The user tackles the foe, releasing a powerful spark on contact.

Thunder

POWER 5

TYPE: Electric
ACCURACY: Special+ Channel
DAMAGE POOL: Special + 5
ADDED EFFECT: Lethal. Roll 3 Chance Dice to Paralyze the foe. If performed under Sunny Weather, Accuracy becomes -3 instead. If Performed under Rain Weather, Ignore this Move's Reduced Accuracy.

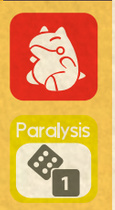


The Pokemon commands a tremendous lightning to strike a specific point on the ground. It's quite dangerous.

Thunderbolt

POWER 3

TYPE: Electric
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: Roll 1 Chance Dice to Paralyze the foe.



A Strong electric attack that shocks and harms the foe. It can destroy most kinds of electric equipment.

Thunder Fang

POWER 2

TYPE: Electric
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Roll 2 Chance Dice to Flinch the foe. Roll 2 Chance Dice to Paralyze the foe.

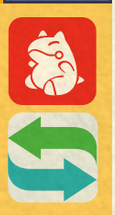


The user lands an electrified bite on foe. The direct current may affect the foe greatly.

Volt Switch

POWER 2

TYPE: Electric
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: The user switches out after dealing damage, the new Pokémon arrives ready to fight on the next Round. Switcher Move.



The User quickly shoots an electricity jolt, then switches places with an awaiting Pokémon partner at the speed of lightning.

Thunder Punch

POWER 3

TYPE: Electric
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Fist Based. Roll 1 Chance Dice to Paralyze foe.



An Electrified punch to deal a shocking blow.

Volt Tackle

POWER 5

TYPE: Electric
ACCURACY: Strength + Brawl
DAMAGE POOL: Strength + 5
ADDED EFFECT: Recoil. Roll 1 Chance Dice to Paralyze the Foe.



The user surrounds itself with big bolts of electricity, then it crashes against the foe.

Thunder Shock

POWER 2

TYPE: Electric
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Roll 1 Chance Dice to Paralyze the foe.

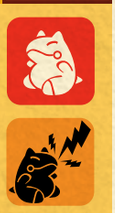


A Small electric attack that shocks the foe and may leave it with muscular cramps. Some electric devices hit by this attack will malfunction.

Wild Charge

POWER 3

TYPE: Electric
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Recoil.



The Pokémon surrounds itself with wild bolts of lighting, then tackles recklessly.

Thunder Wave

POWER –

TYPE: Electric
ACCURACY: Insight + Nature
DAMAGE POOL: -
ADDED EFFECT: Paralyze the foe.



A tide of bright lightning streams from the floor onto the foe. The target's body will be cramped for hours.

Zap Cannon

POWER 5

TYPE: Electric
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 5
ADDED EFFECT: Lethal. Paralyze the Foe.



The user hurls a dreadful bombardment of electric explosions. Anyone hit won't be able to move for a very long time.

Zing Zap

POWER 3

TYPE: Electric
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Roll 3 Chance Dice to Flinch the Foe.

Flinch 3

The user hurls itself as a zig-zaging ball of electricity that explodes on contact, this leaves the foe unable to move for a few seconds.

Zippy Zap

POWER 2

TYPE: Electric
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength +2
ADDED EFFECT: Priority. This Move is always a Critical Hit and gets the proper Bonus for it. If the user of this Move is at its Final Stage of Evolution, this move fails.

Priority 2

The user zips and zaps from one place to another to strike the foe moving so fast it appears to be teleporting, leaving almost no time to react.

Fairy

Super Effective against:

Dark | Dragon | Fight

It's Not Very Effective against:

Fire | Poison | Steel

Fairy Types are cute, sly and deceitful. Most of their Moves play with the foe's feelings of naivety, sadness, happiness, love and anger. They appear to be harmless while they wait for the moment to strike.
Not all Fairy Types are nice and pleasant, some of them can be resentful and a lot stronger than they look.
When you meet a Fairy in the wild, you should wonder the meaning of its lovable smile, it may be as ill-natured as a Dark Type.

Aromatic Mist

POWER –

TYPE: Fairy
ACCURACY: Insight + Nature
DAMAGE POOL: -
ADDED EFFECT: Inrease one Ally's Defense and Sp. Defense

1 | Defense 1 | Sp. Def 1

The Pokémon showers an ally in a mist with a revitalizing aroma.

Baby-Doll-Eyes

POWER –

TYPE: Fairy
ACCURACY: Cute + Allure
DAMAGE POOL: -
ADDED EFFECT: Priority. Reduce foe's Strength.

Priority 1 | Strength 1

Before anyone acts in battle, the user looks at the foe with the cutest eyes.

Charm

POWER –

TYPE: Fairy
ACCURACY: Cute + Allure
DAMAGE POOL: -
ADDED EFFECT: Reduce foe's Strength.

Strength 2

The Pokémon uses a cute and harmless attitude to make the foe less wary and aggressive.

Crafty Shield

POWER –

TYPE: Fairy
ACCURACY: Insight + Nature
DAMAGE POOL: -
ADDED EFFECT: Priority. The User and its Allies are protected from the effects of a Support Move. Shield.

All | Priority 3

The Pokémon creates a magic shield to protect everyone from the bad tricks a foe might have under its sleeve. Under this shield, everyone can see dishonesty and bad intentions.

Dazzling Gleam

POWER 3

TYPE: Fairy
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: All foes in Range.

All

The user shines like a powerful flash that hurts the eyes of everyone watching it.

Decorate

POWER –

TYPE: Fairy
ACCURACY: Beauty + Nature
DAMAGE POOL: -
ADDED EFFECT: Increase the Strength and Special of One Ally.

1 | Strength 2 | Special 2

Using some frosting the Pokémon decorates their target to look bigger, more powerful and incredibly delicious!

Disarming Voice

POWER 2

TYPE: Fairy
ACCURACY: Insight + Perform
DAMAGE POOL: Special + 2
ADDED EFFECT: Sound Based. Never Fail. All foes in Range.



With a charming and manipulative cry, the user deals emotional damage to its opponent. This move always makes the targets feel bad.

Draining Kiss

POWER 2

TYPE: Fairy
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: The User restores HP equal to half the damage dealt, rounded down.



The user sends a kiss with a flirty intention, the foe catches the kiss but it ends up draining the target's energy.

Fairy Lock

POWER –

TYPE: Fairy
ACCURACY: Insight + Nature
DAMAGE POOL: -
ADDED EFFECT: Blocks. Lasts 1 Round.



The user moves as if locking a door. It takes a few moments before everyone realize they are not really trapped.

Fairy Wind

POWER 2

TYPE: Fairy
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: -



The Pokémon strikes with a wind covered in fairy dust. It causes itching.

Fleur Cannon

POWER 6

TYPE: Fairy
ACCURACY: Special + Channel
DAMAGE POOL: Special + 6
ADDED EFFECT: Lethal. Reduce User's Special.



A light beam pierces the battlefield, it deals devastating damage but leaves newly grown flowers instead of scorched earth. The user is left feeling very tired.

Floral Healing

POWER –

TYPE: Fairy
ACCURACY: Insight + Nature
DAMAGE POOL: -
ADDED EFFECT: One Ally. Basic Heal. If peformed over Grassy Terrain this move is a Complete Heal.



The user creates a flower crown that heals and relaxes its wearer. Under the right conditions this move also creates a flower patch around its target.

Flower Shield

POWER –

TYPE: Fairy
ACCURACY: Insight + Nature
DAMAGE POOL: -
ADDED EFFECT: Increase the Defense of All Grass Type Pokémon on the field.



The Pokemon uses a mysterious power that causes flowers to bloom beneath every Grass Pokémon nearby. Flora in this field is more resilient and beautiful.

Geomancy

POWER –

TYPE: Fairy
ACCURACY: Insight + Nature
DAMAGE POOL: -
ADDED EFFECT: Charge Move. The user charges, then Increases by 2 its Dexterity, Special and Sp. Defense scores on its next Turn.



Through a mystical conection this Pokémon absorbs the life force of earth itself to increase its power.

Light of Ruin

POWER 6

TYPE: Fairy
ACCURACY: Special + Channel
DAMAGE POOL: Special + 6
ADDED EFFECT: Lethal. Recoil.



By drawing energy from the Eternal Flower, the Pokémon unleashes all of its hurt. A beautiful light surrounds the area, yet the pain inside of its heart remains.

Misty Terrain

POWER –

TYPE: Fairy
ACCURACY: Insight + Nature
DAMAGE POOL: -
ADDED EFFECT: Creatures standing on the battlefield won't be affected by Status Ailments. Dragon Type attacks won't add their Power to the Damage Pool. Lasts 4 Rounds.



The user surrounds the battlefield with a mystical mist that feels protective. Mythical Pokemon find something eerie about it

Moonblast

POWER 3

TYPE: Fairy
ACCURACY: Special + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: Roll 3 Chance Dice to Reduce foe's Special.

Special 1

Summon power directly from the moon. The Pokemon blasts the foe with light.

Moonlight

POWER –

TYPE: Fairy
ACCURACY: Insight + Nature
DAMAGE POOL: -
ADDED EFFECT: Basic Heal. If successful, spend 1 Will point to activate. If it's Night or Sunny Weather is on effect, this Move becomes a Complete Heal. If Rain/Sand-storm Weather is in effect, this Move only heals 1 HP.

The user gathers power from the light of the moon, the energy absorbed can heal most injuries.

Nature's Madness

POWER *

TYPE: Fairy
ACCURACY: Insight + Nature
DAMAGE POOL: Varies.
ADDED EFFECT: Damage Roll is Half of the Foe's remaining HP (up to 10) Rounded down. If the remaining HP of the foe is 1, this move fails. Ignore the foe's Defenses.

Accuracy 1

The forces of nature attack as if they had a will of their own. Water will try to drown you, plants will trap you, lightning will come out of nowhere and even your own body will fail you.

Play Rough

POWER 3

TYPE: Fairy
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Roll 1 Chance Dice to Reduce foe's Strength.

Accuracy 1

Strength 1

The user and the foe start a playful wrestle, it soon escalates into something not so pretty.

Sparkly Swirl

POWER 3

TYPE: Fairy
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: If successful, heal any Status Ailment on the User and Allies. If the user of this Move is at its Final Stage of Evolution, this move fails.

Accuracy 1

Cure Status

All

The Pokémon unleashes a swirling and glittery energy that releases a pleasant aroma that soothes the body and has healing properties.

Spirit Break

POWER 2

TYPE: Fairy
ACCURACY: Insight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: If successful, reduce the Foe's Special.

Special 1

Sometimes words hurt a lot more than blows. With this Move the Pokémon deals both.

Strange Steam

POWER 3

TYPE: Fairy
ACCURACY: Special + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: Roll 2 Chance Dice to Confuse the Foe.

Confuse 2

The user releases an addictive sweet-smelling steam, do not be fooled as it is toxic and has nasty side-effects.

Sweet Kiss

POWER –

TYPE: Fairy
ACCURACY: Cute + Allure
DAMAGE POOL: -
ADDED EFFECT: Confuse the foe.

Accuracy 2

Confuse

The Pokémon moves towards the foe and plants a delicate kiss on its cheek, then leaves playfully. The foe struggles to know what it meant.

Fighting

Super Effective against:

Ice | Normal | Rock | Steel

It's Not Very Effective against:

Bug | Fairy | Flying | Poison | Psychic

No effect against:

Ghost

Fighting Types battle with honor and face any challenge head-on for the sake of their friends. They will protect the helpless with all their might.
Fighting Moves use direct and powerful attacks to defeat their foes with brute strength and masterful martial arts. Their power is only matched by their swiftness.
When used correctly, no one can stand in the way of a true fighter.

Arm Thrust

POWER 1

TYPE: Fight
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Successive Actions.

The user quickly throws blows of open-palmed thrusts against the foe.

Circle Throw

POWER 2

TYPE: Fight
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Low Priority.
The target is hit and knocked back to its trainer forcing it to send another Pokemon, in the wild the target is sent away. Switcher Move.

Accuracy -1 Priority -1

The user throws the target 60 feet out the battefield.

Aura Sphere

POWER 3

TYPE: Fight
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: Never Fails.

The user channels its aura and launches this power in the form of a sphere. The foe's aura is hit, leaving the target unscratched but deeply hurt.

Close Combat

POWER 5

TYPE: Fight
ACCURACY: Strength + Brawl
DAMAGE POOL: Strength + 5
ADDED EFFECT: After dealing damage, Reduce User's Defense and Sp. Defense.

Defense -1 Sp. Def -1

The user attacks at a close distance to deal lots of damage. The foe is also close enough to attack.

Body Press

POWER 3

TYPE: Fight
ACCURACY: Strength + Brawl
DAMAGE POOL: Vitality + 3
ADDED EFFECT: -

The Pokémon makes a judo maneuver, using it's body mass instead of it's strength against the target.

Counter

POWER *

TYPE: Fight
ACCURACY: Insight + Brawl
DAMAGE POOL: Varies.
ADDED EFFECT: This Move can only deal damage if the Foe has dealt Physical Damage to the User this Round. Roll the same Damage Pool as your Foe plus 2 Extra Dice. Ignore the foe's Defenses.

The user prepares to receive damage, then returns that same damage and more.

Brick Break

POWER 3*

TYPE: Fight
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: If a Barrier is in place on the foe's side (i.e. Light Screen, Reflect) destroy the barrier and add 2 Extra Dice to the Damage Pool, .

The Pokémon uses its palm or claws to perform a one-armed chop that shatters even invisible barriers.

Cross Chop

POWER 4

TYPE: Fight
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 4
ADDED EFFECT: High Critical.

Accuracy -2

The user delivers a chop with its arms crossed trying to hit a weak spot.

Bulk Up

POWER –

TYPE: Fight
ACCURACY: Vitality + Athletics
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Strength and Defense.

Strength +1 Defense +1

The Pokémon shows its muscles with intimidating poses to look bigger and stronger.

Detect

POWER –

TYPE: Fight
ACCURACY: Insight + Alert
DAMAGE POOL: -
ADDED EFFECT: Priority. Shield Move. Reduce 3 Damage This Pokémon would receive from a Damaging Move. Negate the effects of Support Moves that target the user. Reduce to zero the set damage from a Move the user would take.

Priority +5

The user detects the intentions of the attacker and acts out to minimize the damage.

Double Kick

POWER 2

TYPE: Fight
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Double Action.



The user throws two powerful kicks.

Drain Punch

POWER 3

TYPE: Fight
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Fist Based. The user restores HP equal to half the damage dealt, rounded down.



The Pokémon strikes with a powerful punch. Through contact, it absorbs some vital energy.

Dynamic Punch

POWER 4

TYPE: Fight
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 4
ADDED EFFECT: Fist Based. Confuse the foe.



A punch that hits a small pressure point. It leaves the foe disoriented.

Final Gambit

POWER *

TYPE: Fight
ACCURACY: Will + Athletic
DAMAGE POOL: Foe's Remaining HP + 4
ADDED EFFECT: Ignore the foe's Defenses. The user faints after dealing damage.



The Pokémon uses its last strength into an all-or-nothing attack, after that, it faints.

Flying Press

POWER 3

TYPE: Fight
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: When Dealing damage with this move, it counts as if this move was also Flying Type.



The user flies towards the foe from the sky in pure Lucha Libre style.

Focus Blast

POWER 5

TYPE: Fight
ACCURACY: Special + Channel
DAMAGE POOL: Special + 5
ADDED EFFECT: Roll 1 Chance Dice to Reduce foe's Sp. Defense.



The user concentrates and releases a blast of energy.

Focus Punch

POWER 6

TYPE: Fight
ACCURACY: Strength + Brawl
DAMAGE POOL: Strength + 6
ADDED EFFECT: Fist Based. Charge Move. The User will flinch if it gets hit before releasing this attack.



A brutal punch that requires calm and concentration.

Force Palm

POWER 2

TYPE: Fight
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Roll 3 Chance Dice to Paralyze the foe.



A powerful open palm hit that knocks the foe away and may leave him unable to move.

Hammer Arm

POWER 4

TYPE: Fight
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 4
ADDED EFFECT: After dealing damage, Reduce user's Dexterity.



A mighty arm thrust that leaves the user quite tired.

High Jump Kick

POWER 5

TYPE: Fight
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 5
ADDED EFFECT: If Accuracy Roll is unsuccessful, deal 5 Dice of Damage to the User.



The user lauches itself up and falls down with a brutal kick. It might hurt the user if it doesn't hit the target.

Jump Kick

POWER 4

TYPE: Fight
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 4
ADDED EFFECT: If Accuracy Roll is unsuccessful, deal 4 Dice of Damage to the User.

The Pokémon jumps and delivers a powerful kick. It might hurt the user if it doesn't hit the target.

Mat Block

POWER –

TYPE: Fight
ACCURACY: Dexterity + Athletic
DAMAGE POOL: -
ADDED EFFECT: Shield Move. Reduce 3 Damage The User and Allies would receive from a Damaging Move. This Move only works the first Round the User has been out.

All

The Pokémon uses a mat or something similar as a shield.

Karate Chop

POWER 3

TYPE: Fight
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: High Critical.

A basic fighting chop that has been practiced and mastered.

Meteor Assault

POWER 6

TYPE: Fight
ACCURACY: Strength + Brawl
DAMAGE POOL: Strength + 6
ADDED EFFECT: Lethal. Must Recharge

Accuracy -1

The Pokémon will make an incredible jump to the sky, then lunge towards the foe at a staggering speed, crashing the ground upon impact. The user is left very tired.

Low Kick

POWER 1*

TYPE: Fight
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 1*
ADDED EFFECT: Add 1 Extra Damage Dice for every 50kg of weight on the foe, up to 4 Dice may be added this way.

The user kicks the target making it fall, the bigger the foe the harder the fall.

No Retreat

POWER –

TYPE: Fight
ACCURACY: Insight + Nature
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Strength, Dexterity, Special, Defense and Sp. Defense.

The user is now blocked.

Strength +1 | Dexterity +1 | Special +1 | Defense +1 | Sp. Def +1

No surrender. No retreat. Until victory always.

Low Sweep

POWER 2

TYPE: Fight
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Reduce Foe's Dexterity.

Dexterity -2

The Pokémon strikes the foe's legs, leaving it unable to walk normally or run .

Octolock

POWER –

TYPE: Fight
ACCURACY: Strength + Brawl
DAMAGE POOL: -
ADDED EFFECT: Block. Reduce the foe's Defense and Sp. Defense.

Defense -1 | Sp. Def -1

The user wraps its tentacles to immobilize the foe. Being so close enables the user to find weak spots.

Mach Punch

POWER 2

TYPE: Fight
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Fist Based. Priority.

Priority +1

The user launches a Punch so quickly that it's barely seen.

Power-up Punch

POWER 2

TYPE: Fight
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Fist Based. Increase User's Strength.

Strength +1

The Pokémon uses this punch to test the surface of an object. The user toughens up to deal better blows.

Quick Guard

POWER –

TYPE: Fight
ACCURACY: Dexterity + Athletic
DAMAGE POOL: -
ADDED EFFECT: Shield Move. Reduce 3 Damage The User and Allies would receive from a Damaging Move. Negate the effects of support Moves that target The User and Allies. This Move only works against Moves with Priority.



The user reacts instinctively and defends itself and its teamates, nullifying the efects of the fastest attacks.

Revenge

POWER 2*

TYPE: Fight
ACCURACY:Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: If the User has already received damage this round, add 2 Extra Dice to the Damage Pool.

The Pokémon fights ruthlessly and may retaliate fiercely against a foe that has hurt the User.

Reversal

POWER 1*

TYPE: Fight
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Add 1 Extra Dice to the Damage Pool for every missing HP the User has. Up to 5 Dice may be added this Way

The user gathers its mettle to block away the pain and focus only on hiting harder.

Rock Smash

POWER 2

TYPE: Fight
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Roll 5 Chance Dice to Reduce foe's Defense.



A powerful hit that can crush rocks. Used against a foe it is sure to leave an awful bruise and a crack on its armor.

Rolling Kick

POWER 2

TYPE: Fight
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Roll 3 Chance Dice to Flinch the Foe.



The user spins in the air landing an impressive kick that may daze the target.

Sacred Sword

POWER 3

TYPE: Fight
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Ignore any Increases to the foe's Defense.

The user slashes its target with a mighty blade that no armor can stop.

Secret Sword

POWER 3

TYPE: Fight
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: Apply the foe's Defense instead of its Sp.Defense to resist Damage from this Move.

An invisible wave cuts through the target, you can feel its sharp edge but you cannot see it.

Seismic Toss

POWER *

TYPE: Fight
ACCURACY: Strength + Athletics
DAMAGE POOL: Varies
ADDED EFFECT: Roll Damage Dice according to the User's Rank. 1 Dice at Starter Rank; 2 Dice at Beginner Rank; 3 dice at Amateur Rank; 4 Dice at Ace Rank; 5 Dice at Professional Rank. Ignore the foe Defenses.

The target gets launched up then falls face first into the ground, the stronger the user the higher the foe will be thrown.

Sky Uppercut

POWER 3

TYPE: Fight
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: -



The user attacks with an uppercut, throwing the foe skyward with lots of force.

Storm Throw

POWER 2

TYPE: Fight
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: If the Accuracy Roll is successful this move becomes a Critical Hit.

The user impacts a weak spot with a powerful blow.

Submission

POWER 3

TYPE: Fight
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Recoil.



The user recklessly struggles with the foe to pin it to the ground.

Wake-up Slap

POWER 2*

TYPE: Fight
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: If the Foe is sleeping Add 2 Extra Dice to the Damage Pool. The foe Wakes up afterwards.



A powerful slap that makes even the laziest Pokémon be well awake.

Superpower

POWER 5

TYPE: Fight
ACCURACY: Strength + Brawl
DAMAGE POOL: Strength + 5
ADDED EFFECT: Lethal. Reduce User's Strength and Defense.



The Pokemon makes use of all its force to deliver a crushing strike to the foe, this demands a lot from the user.

Triple Kick

POWER 1*

TYPE: Fight
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Successive Actions. Add 1 Extra Dice to the Damage Pool to the last kick performed.



The user throws three or more kicks, leaving the harder blow for the end.

Vacuum Wave

POWER 2

TYPE: Fight
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Priority.



The user pulls the enemy closer using the power of its ki. This traction has a lot of strength and may break anything it pulls.

Vital Throw

POWER 2

TYPE: Fight
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Low Priority. Never Fails.



The Pokémon awaits for the perfect moment to strike the foe.

Fire

Super Effective against:

Bug | Grass | Ice | Steel

It's Not Very Effective against:

Dragon | Fire | Rock | Water

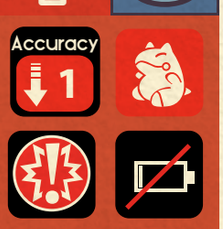
Fire Moves are among the most powerful and dangerous attacks; they engulf foes and fields with unyielding flames, turning the room to cinders in a matter of seconds.

Fire Types rely on offensive to defeat their enemies at long range.
These Pokémon and Moves should be used with care since the people in towns and the creatures in the wild don't appreciate having their homes turned to ashes.

Blast Burn

POWER 6

TYPE: Fire
ACCURACY: Special + Channel
DAMAGE POOL: Special + 6
ADDED EFFECT: Lethal. Must Recharge.



The Pokémon uses all of its power to deliver an infernal blast to the foe. The user is left exhausted.

Blaze Kick

POWER 3

TYPE: Fight
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: High Critical. Roll 2 Chance Dice to Burn the Foe.



The user throws a mighty kick engulfed in fire that may leave a bad looking burn.

Blue Flare

POWER 6

TYPE: Fire
ACCURACY: Special + Channel
DAMAGE POOL: Special + 6
ADDED EFFECT: Roll 2 Chance Dice to Burn the foe.



Reshiram surrounds itself with giant blue flame that is unleashed with an earth shattering explosion. Receiving this attack directly might competely engulf you in fire.

Burn Up

POWER 7

TYPE: Fire
ACCURACY: Will + Channel
DAMAGE POOL: Special + 7
ADDED EFFECT: Lethal. After Damage is dealt, the user is no longer considered a Fire-Type for the rest of the day (If its only type was Fire, it is now considered Typeless). Fire-type Moves won't add their Power to the Damage pool of this Pokémon for the rest of the day.

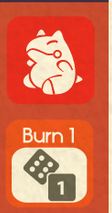


The User unleashes all of its might through a massive blast of raging fire. Although the damage is devastating the Pokémon is left unable to produce more fire for at least a day.

Ember

POWER 2

TYPE: Fire
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Roll 1 Chance Dice to Burn the Foe.



The user shoots a small flame against the target that may cause a first-degree burn.

Eruption

POWER 6*

TYPE: Fire
ACCURACY: Special + Channel
DAMAGE POOL: Special + 6
ADDED EFFECT: Lethal. Target all foes in Range. Reduce 1 Dice from the Damage Pool for every missing HP the User has. Up to 5 dice may be removed this way.



A fierce burst of lava coming from the user at full force charring whatever comes in contact with it.

Fiery Dance

POWER 3

TYPE: Fire
ACCURACY: Dexterity + Perform
DAMAGE POOL: Special + 3
ADDED EFFECT: Roll 5 Chance Dice to Increase the User's Special.



The user cloaks itself in flames and shoots them while dancing gracefully.

Fire Blast

POWER 5

TYPE: Fire
ACCURACY: Special + Channel
DAMAGE POOL: Special + 5
ADDED EFFECT: Lethal. Roll 3 Chance Dice to Burn the foe.



The Pokémon shoots a giant fireball that explodes on contact with the foe, blasting fire in all directions.

Fire Fang

POWER 2

TYPE: Fire
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Roll 2 Chance Dice to Flinch the Foe. Roll 2 Chance Dice to Burn the foe.



The user breaths fire from its mouth while biting the target.

Fire Lash

POWER 3

TYPE: Fire
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Reduce Foe's Defense.



With a whip of fire, the Pokémon ensnares its foe, who is left defenseless and at its mercy.

Fire Pledge

POWER 2

TYPE: Fire
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: All flammable plants and objects in the battlefield are covered in flames. Roll 1 Dice of Fire Damage at the end of every Round against everyone on the field.



The Pokémon chants to invoke the power of Fire. Its pledge is heard, then the flames consume everything around.

Fire Punch

POWER 3

TYPE: Fire
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Fist Based. Roll 1 Chance Dice to Burn the foe.



The User can ignite its fists for a brief moment without any danger of getting burned. The foe may not be so lucky.

Fire Spin

POWER 2

TYPE: Fire
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Blocks. Roll 2 Dice of Damage against the foe at the end of each Round. Lasts 4 Rounds.



The user creates a vortex of fire that remains spinning in the battlefield, trapping the foe within.

Flame Burst

POWER 3

TYPE: Fire
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: After dealing damage, the user may roll 1 Dice of Damage against two other Targets.

A concentrated flameball that bursts on contact with the foe, scattering smaller flames around.

Flame Charge

POWER 2

TYPE: Fire
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Increase the User's Dexterity.



The Pokemon uses its flames as propulsion to strike the foe.

Flame Wheel

POWER 2

TYPE: Fire
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Roll 1 Chance Dice to Burn the foe.



The user cloaks itself in flames and rolls to tackle the target.

Flamethrower

POWER 3

TYPE: Fire
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: Roll 1 Chance Dice to Burn the foe.



The user lets out a powerful fire stream that leaves a scorched trail.

Flare Blitz

POWER 5

TYPE: Fire
ACCURACY: Strength + Brawl
DAMAGE POOL: Strength + 5
ADDED EFFECT: Recoil. Roll 1 Chance Dice to Burn the foe.



The user sets itself on fire, recklessly charging against the target with a brutal strike.

Fusion Flare

POWER 4*

TYPE: Fire
ACCURACY: Special + Channel
DAMAGE POOL: Special + 4*
ADDED EFFECT: Lethal. If the Move "Fusion Bolt" has already been used by anyone this Round, add 4 Extra Dice to the Damage Pool of this Move.

The Pokémon sets ablaze a swirling pillar upon the target, said pillar will grow taller and swirl faster if there's a special kind of charge nearby.

Heat Crash

POWER 2*

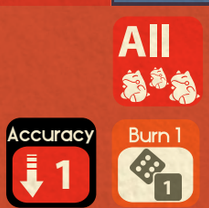
TYPE: Fire
ACCURACY: Strength + Brawl
DAMAGE POOL: Strength + 2*
ADDED EFFECT: Add 1 Extra Dice of Damage for every 50kgs the user weights above the target.
Up to 4 Dice may be added this way.

The user slams the target with a body engulfed in fire.

Heat Wave

POWER 3

TYPE: Fire
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: Target all foes in Range. Roll 1 Chance Dice to Burn those affected.



The user breathes a giant wave of incandescent air that might set fire to whatever it touches.

Incinerate

POWER 2

TYPE: Fire
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Target all foes in range. Destroy the held Berries of those affected.



The Pokémon releases a blast of fire that instantly consumes small flammable objects.

Inferno

POWER 4

TYPE: Fire
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 4
ADDED EFFECT: Lethal. Burn the Foe.



The Pokémon sets the foe on fire. These flames rise up to 6 feet. A very dangerous Move.

Overheat

POWER 6

TYPE: Fire
ACCURACY: Special + Channel
DAMAGE POOL: Special + 6
ADDED EFFECT: Lethal. Reduce User's Special.



A furious wave of scorching fire that will turn to ashes everything it touches, exhausting the user afterwards.

Lava Plume

POWER 3

TYPE: Fire
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: Area Attack. Roll 3 Chance Dice to Burn those affected.



The user shoots up bits of molten lava that fall scattered around the field.

Pyro Ball

POWER 5

TYPE: Fire
ACCURACY: Stength + Channel
DAMAGE POOL: Strength + 5
ADDED EFFECT: Roll 1 Chance Dice to Burn those Affected.



The Pokémon lights a heavy stone on fire and kicks it while it's ablaze. The hit is pretty heavy already, the fire is just for showing off.

Magma Storm

POWER 4

TYPE: Fire
ACCURACY: Special + Channel
DAMAGE POOL: Special + 4
ADDED EFFECT: Blocks. Roll 3 Damage Dice at the end of each Round. Lasts 4 Rounds.



The Pokémon shoots a fiery eruption to its foe. Unable to escape and surrounded by the unbearable heat the foe's survival is at risk.

Sacred Fire

POWER 4

TYPE: Fire
ACCURACY: Dexterity + Channel
DAMAGE POOL: Strength + 4
ADDED EFFECT: Lethal. Roll 5 Chance Dice to Burn the Foe.



A blazing pillar of rainbow-colored flames crashes upon the foe, it burns and cleanses the evil from within. Those with a pure heart should not fear for they'll be unharmed.

Mind Blown

POWER 6

TYPE: Fire
ACCURACY: Insight + Channel
DAMAGE POOL: Special + 6
ADDED EFFECT: Area Attack. Recoil.

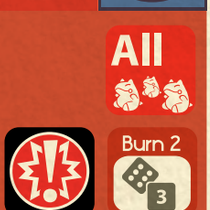


The Pokémon has had a terrible day and has a very bad headache, try not to disturb its peace because its head feels like exploding.

Searing Shot

POWER 5

TYPE: Fire
ACCURACY: Special + Channel
DAMAGE POOL: Special + 5
ADDED EFFECT: Lethal. All Foes in Range. Roll 3 Chance Dice to Burn those Affected.



The User torches everything around itself in a sudden burst of scarlet flames. Everything is brought to cinders in a matter of seconds.

Mystical Fire

POWER 2

TYPE: Fire
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Reduce Foe's Special.

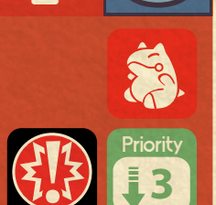


This mystical fire not only burns the foe, it also drains its power.

Shell Trap

POWER 6

TYPE: Fire
ACCURACY: Dexterity + Stealth
DAMAGE POOL: Special + 6
ADDED EFFECT: Lethal. Low Priority. This Move strikes the next time the user is hit with a Non-Ranged Physical attack.



It apparently just buries underground, but secretly the Pokémon prepares its shell to detonate; anyone who steps on it will be blown to pieces.

Sizzly Slide

POWER 3

TYPE: Fire
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Burn the foe.
If the user of this Move is at its Final Stage of Evolution, this move fails.

Burn 1

The user slides on the floor as if it was ice-skating, only there is no ice, only a raging fire.

Sunny Day

POWER –

TYPE: Fire
ACCURACY: Special + Nature
DAMAGE POOL: -
ADDED EFFECT: Sunny Weather is activated for the next 4 Rounds.

The pokémon will raise the temperature along with the sun, it doesn't work at night, indoors, underground or underwater.

V-Create

POWER 7

TYPE: Fire
ACCURACY: Strength + Brawl
DAMAGE POOL: Strength + 7
ADDED EFFECT: Reduce the user's Dexterity, Defense and Sp. Defense.

Defense 1
Sp. Def 1
Dexterity 1

The user slams its foe with a V-Shaped flame on its forehead, upon impact, it detonates a terrible explosion and leaves the user pretty vulnerable afterwards.

Will-o-Wisp

POWER –

TYPE: Fire
ACCURACY: Dexterity + Channel
DAMAGE POOL: -
ADDED EFFECT: Burn the Foe.

Accuracy 2
Burn 1

The user calls a floating ember to consume the foe.

Flying

Super Effective against:

Bug | Fight | Grass

It's Not Very Effective against:

Electric | Rock | Steel

Flying Types typically fight with ranged attacks high up in the air so land dwellers don't reach them. They are fast and accurate and benefit a lot from speed.
Flying Pokémon prioritize Evasion above any other trait and they flee from danger more than they fight.

Flying Moves are great for surprise attacks. Ambush tactics alongside their speed may end the battle before it even starts.

Acrobatics

POWER 4*

TYPE: Flying
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 4
ADDED EFFECT: If the User has a Held Item, remove 2 Dice from the Damage Roll.

The user makes quick and graceful acrobatic moves to hit the foe, it will be swifter if nothing gets in the way.

Aerial Ace

POWER 2

TYPE: Flying
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Never Fails.

The Pokémon rises up in the air towards a light source, momentarily blinding the foe. then plummets quickly to attack the opponent

Aeroblast

POWER 4

TYPE: Flying
ACCURACY: Special + Channel
DAMAGE POOL: Special + 4
ADDED EFFECT: Lethal. High Critical.

The victim is trapped in a violently swirling vortex.
The strong wind currents make debris fly everywhere.

Air Cutter

POWER 2

TYPE: Flying
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Target all foes in Range. High Critical.

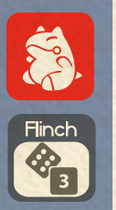
All

The user will send out a wave of sharp wind that will harm anything it touches.

Air Slash

POWER 3

TYPE: Flying
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: Roll 3 Chance Dice to Flinch the foe.



The user will surround the foe with razor-like wind that may knock it down.

Beak Blast

POWER 4

TYPE: Flying
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 4
ADDED EFFECT: Ranged. Charge Move. Low Priority. If the User is hit by a Non-Ranged Physical Attack while this Move is charging, Burn the foe.*

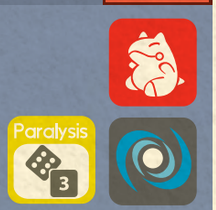


The Pokémon gets ready to release a boiling gas through its beak, which gets incredibly hot. The resulting blast sounds like a train's horn.

Bounce

POWER 3

TYPE: Flying
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Charge Move While charging this Move, the user will be out of range. Roll 3 Chance Dice to paralyze the foe.



The Pokémon will jump 30 feet in the air before landing on top of the foe. The user won't suffer any falling damage.

Brave Bird

POWER 5

TYPE: Flying
ACCURACY: Strength + Brawl
DAMAGE POOL: Strength + 5
ADDED EFFECT: Recoil.

The Pokémon flies straight at the foe at full speed, the collision might hurt both of them.

Chatter

POWER 2

TYPE: Flying
ACCURACY: Insight + Perform
DAMAGE POOL: Special + 2
ADDED EFFECT: Roll 3 Chance Dice to Confuse the foe.



The user starts talking and giving orders in human language. It may be extremely confusing for the foes.

Defog

POWER –

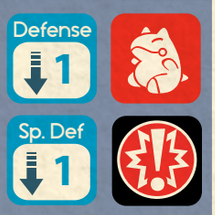
TYPE: Flying
ACCURACY: Insight + Nature
DAMAGE POOL: -
ADDED EFFECT: Remove all Barriers, (i.e. Light Screen, Reflect etc.) Entry Hazards (Toxic Spikes, Stealth Rock, etc.) and Terrains (Misty Terrain, Electric Terrain etc.) from the Battlefield.

A strong current of wind that blows away any fog and even invisible barriers.

Dragon Ascent

POWER 5

TYPE: Flying
ACCURACY: Strength + Brawl
DAMAGE POOL: Strength + 5
ADDED EFFECT: Lethal. Reduce the user's Defense and Sp. Defense.



The user rises above the clouds and then comes crashing down against its foe in an instant. The strike is brutal for both.

Drill Peck

POWER 3

TYPE: Flying
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: -

The user pierces the foe with its beak used as a drill. A dangerous move.

Feather Dance

POWER –

TYPE: Flying
ACCURACY: Beauty + Perform
DAMAGE POOL: -
ADDED EFFECT: Reduce the foe's Strength.



A beautiful dance that soothes the hearts of those who watch it, reducing their aggressive intentions.

Floaty Fall

POWER 3

TYPE: Flying
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Roll 3 Chance Dice to Flinch the Foe. If the user of this Move is at its Final Stage of Evolution, this move fails.



With the help of some air balloons, the user jumps up high and falls on top of its foe. The use of balloons in-battle is questionable, but the referee will allow them.

Fly

POWER 3

TYPE: Flying
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Charge Move. While charging this move, the User will be out of range, with the exception of the attacks Hurricane and Thunder.

The user flies up high in one action, then drops and strikes in the next one. The Pokémon can fly for extremely long periods of time without getting tired.

Peck

POWER 2

TYPE: Flying
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: -

The Pokémon uses its beak or horn to jab the foe, hurting a little bit.

Gust

POWER 2

TYPE: Flying
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: -

The Pokémon flaps its wings to strike the foe with wind.

Pluck

POWER 2

TYPE: Flying
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: If the Target is holding a Berry, the User eats it and gains its effects.

The user gives a hard peck and may get something tasty out of the foe.

Hurricane

POWER 5

TYPE: Flying
ACCURACY: Special + Channel
DAMAGE POOL: Special + 5
ADDED EFFECT: Lethal. Roll 3Chance Dice to Confuse the Foe. If Rain Weather is in effect, Ignore this Move's Reduced Accuracy.

Accuracy 2

Confuse 3

The user attacks by wrapping the opponent in a fierce wind that carries the target up into the sky.

Roost

POWER -

TYPE: Flying
ACCURACY: Insight + Nature
DAMAGE POOL: -
ADDED EFFECT: Basic Heal. Until the User's next action this Pokémon will be vulnerable to Ground Type moves.

The Pokémon uses its action to land on the ground and relax.

Mirror Move

POWER *

TYPE: Flying
ACCURACY: Will + Channel
DAMAGE POOL: Same as Copied move.
ADDED EFFECT: Copies the last Damaging Move the foe has performed.

The user concentrates and manages to imitate the last move used by the foe.

Sky Attack

POWER 6

TYPE: Flying
ACCURACY: Strength + Brawl
DAMAGE POOL: Strength + 6
ADDED EFFECT: Lethal. High Critical. Charge Move. Roll 3 Chance Dice to Flinch the foe.

Accuracy 1

Flinch 3

The Pokémon darts from the sky with a graceful and lethal strike, propelling with the wind, crushing the foe on the ground.

Oblivion Wing

POWER 4

TYPE: Flying
ACCURACY: Special + Channel
DAMAGE POOL: Special + 4
ADDED EFFECT: Lethal. High Critical.

A dark wind rises, turning everything it touches into dust to be scattered until nothing remains. People, Pokémon, plants, everything fades like a distant memory.

Sky Drop

POWER 2

TYPE: Flying
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Charge Move.
* If successful, the foe is flinched while this Move is charging. If the target is a Flying-Type Pokémon or the foe is heavier than the user can lift this Move Fails.

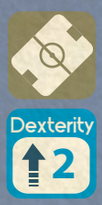
* Flinch

The user carries the opponent to the sky, then drops the target from that altitude.

Tailwind

POWER –

TYPE: Flying
ACCURACY: Insight + Nature
DAMAGE POOL: -
ADDED EFFECT: Increase the Dexterity of everyone on the User's side of the field. Lasts 4 Rounds.



User flaps its wings and casts a turbulent wind that helps the team move significantly faster.

Wing Attack

POWER 2

TYPE: Flying
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: -

The user flies towards the foe and strikes with its wings.

Ghost

Super Effective against:

Ghost | Psychic

It's Not Very Effective against:

Dark

No effect against:

Normal

Ghost Types strike fear and pain on their foes through their otherwordly energies and curses. They lurk in the shadows, waiting to lunge from the darkness and take the living to mysterious places.
These Moves will allow the Ghost to haunt safely and inflict banes that will torment the victim for a long time. Many people talk about waking up with fresh wounds, scars and eerie presences following their steps.

Astonish

POWER 1

TYPE: Ghost
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Roll 3 Chance Dice to Flinch the foe.



The user sneaks close and startles the foe.

Confuse Ray

POWER –

TYPE: Ghost
ACCURACY: Insight + Nature
DAMAGE POOL: -
ADDED EFFECT: Confuse the foe.



The user flashes a sinister ray of bright light that leaves the the target disoriented and confused.

Curse

POWER –

TYPE: Ghost
ACCURACY: Will + Channel
DAMAGE POOL: -
ADDED EFFECT: Roll half of the User's HP as Damage Dice to itself, ignoring defenses. The Target will remove 1 success from all of their Rolls until the Curse is lifted.

The user mutters words that become an evil incantation, the curse may only be lifted by a medium or through divine intervention.

Curse (Non-Ghost User)

POWER –

TYPE: Ghost
ACCURACY: Will + Channel
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Strength and Defense. Reduce the User's Dexterity. This effect only works on non Ghost-Type Pokémon.



The Pokémon prepares to deal and receive damage by muttering something not appropiate for kids.

Destiny Bond

POWER –

TYPE: Ghost
ACCURACY: Will + Channel
DAMAGE POOL: -
ADDED EFFECT: If the user faints this Round due to Combat damage, the Pokemon that dealt the damage will faint at the same time.

The Pokémon creates a mystical bond with anyone that causes it harm. Whatever ill falls on the user, it will fall on the perpetrator too.

Grudge

POWER –

TYPE: Ghost
ACCURACY: Will + Channel
DAMAGE POOL: -
ADDED EFFECT: The User Faints. The Foe loses all its Will points and any effects it got from spending them. The Foe must roll Loyalty at the end of every Round to keep battling. Each Round 1 more success is required.

The user leaves an imprinting grudge over the foe, this makes the target unwilling to fight. It may only keep battling if something greater is at risk.

Hex

POWER 2*

TYPE: Ghost
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: If the Target is affected by a Status Ailment add 2 Extra Dice to the Damage Pool.

The user casts a terrible hex over the target, the effects will be greater if the target is vulnerable.

Ominous Wind

POWER 2

TYPE: Ghost
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Roll 1 Chance Dice to Increase the User's Strength, Dexterity, Special, Defense and Sp. Defense.

Strength 1 | Dexterity 1 | Special 1 | Defense 1 | Sp. Def 1

The Pokémon sends out a goosebump-inducing, repulsive wind that might make the user feel an evil rush.

Lick

POWER 1

TYPE: Ghost
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Roll 3 Chance Dice to Paralyze the Foe.

Paralysis 3

The user licks the foe. The saliva can numb the body of most creatures.

Phantom Force

POWER 3

TYPE: Ghost
ACCURACY: Strength + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Charge Move. While charging this Move, other Moves will not affect the user. If the Target made a Shielding Action the shield is destroyed and won't have any effect.

The Pokémon disappears into a dark dimension to infiltrate even the most impenetrable defenses. It may reappear during its next action.

Moongeist Beam

POWER 4

TYPE: Ghost
ACCURACY: Special + Channel
DAMAGE POOL: Special + 4
ADDED EFFECT: Lethal. If anything on the foe's side would prevent this move from dealing damage (Pokémon Type, Abilities, Shield Moves, Weather or Barriers) ignore it.
This Move cannot be Clashed.

A cold reflection of the moon shines upon the target, it doesn't hurt physically but those who stare directly into the light simply collapse.

Shadow Ball

POWER 3

TYPE: Ghost
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: Roll 1 Chance Dice to Reduce foe's Sp. Defense.

1 | Sp. Def 1

The Pokémon hurls a sphere made of shadow and dark matter to harm the foe.

Night Shade

POWER *

TYPE: Ghost
ACCURACY: Insight + Channel
DAMAGE POOL: Varies
ADDED EFFECT: Roll Damage Dice according to the User's Rank. 1 Dice at Starter Rank; 2 Dice at Beginner Rank; 3 dice at Amateur Rank; 4 Dice at Ace Rank; 5 Dice at Professional Rank. Ignore Foe's Defenses.

The user casts a shade with a frightening mirage inside that torments the target.

Shadow Bone

POWER 3

TYPE: Ghost
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Roll 2 Chance Dice to Reduce the Foe's Defense.

2 | Defense 1

The bone that this Pokémon uses as a weapon contains a spirit, that spirit may cling into a victim, creating openings for its master.

Nightmare

POWER –

TYPE: Ghost
ACCURACY: Will + Channel
DAMAGE POOL: -
ADDED EFFECT: Will only work if the Target is asleep. Deal 1 Damage to the foe. Deal 1 Damage again at the beginning of each Round if the target is still asleep.

Damage 1

The user enters the target's dreams to torment it.

Shadow Claw

POWER 3

TYPE: Ghost
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: High Critical.

Claws become semi-ethereal and are able to briefly pierce armor, hide, skin and objects so it can strike the target on any weak spot.

Shadow Force

POWER 5

TYPE: Ghost
ACCURACY: Strength + Brawl
DAMAGE POOL: Strength + 5
ADDED EFFECT: Lethal. Charge Move. While charging this Move, other Move will not affect the user. If the Target made a Shielding Action, the shield is destroyed and won't have any effect. Damage dealt by this Move cannot be healed for 24 hrs.

The Pokémon dissapears into a dark dimension to strike its foe at the next opportunity. The blow will hurt the target not on their body but directly into their soul.

Shadow Punch

POWER 2

TYPE: Ghost
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Fist Based. Never Fail.

The Pokémon punches through its own shadow. The attack comes out from the foe's shadows as if it were a portal.

Shadow Sneak

POWER 2

TYPE: Ghost
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Priority.

Priority 1

The user sneaks through darkness and strikes out of the target's shadow. The Pokémon can move freely inside shades as if it were incorporeal.

Spectral Thief

POWER 3

TYPE: Ghost
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: If successful, BEFORE the user deals damage with this Move, steal all Attribute Increases the foe may have.
Reduced Attributes on the foe remain.

Through the shadows, the user sneaks on its target to steal its life force and consume it, leaving the victim with a sense of grief and loss.

Spirit Shackle

POWER 3

TYPE: Ghost
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Blocks.

While attacking, the user sneakily binds its foe's shadow to the ground, restricting its movement and making it unable to escape.

Spite

POWER –

TYPE: Ghost
ACCURACY: Will + Intimidate
DAMAGE POOL: -
ADDED EFFECT: Reduce the Foe's Will to 1 point. Reset any effects it got from spending Will Points.

The target feels overwhelmend by feelings of dread.

Trick-or-Treat

POWER –

TYPE: Ghost
ACCURACY: Will + Allure
DAMAGE POOL: -
ADDED EFFECT: Add the Ghost type to the Target's Type. (ie. Meowth will now be "Normal/Ghost" Charizard will now be "Fire/Flying/Ghost") If the Pokémon already has a third type attached, replace it.

The Pokemon takes the target Trick-or-Treating. The target gets a ghost costume which somehow cannot be removed without a medium's help.

Grass

Super Effective against:

Ground | Rock | Water

It's Not Very Effective against:

Bug | Dragon | Fire | Flying | Grass | Poison | Steel

Grass Types are serene creatures used to endure harsh situations. Their Moves use their inner energy to provide shelter, attack their foes and stop their predators. These powers are renowned for their ability to drain the foe's energy just as they would absorb the sunbeams. Grass Moves take the foe down through their vines and spores or soothing aromas.
These flowers do not like their petals touched.

Absorb

POWER 1

TYPE: Grass
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 1
ADDED EFFECT: The user restores HP equal to half the damage dealt rounded down.

The user absorbs the vital energy out of its foe.

Apple Acid

POWER 3

TYPE: Grass
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: Reduce the Foe's Sp. Defense.



The Pokémon produces a sap from the tart apples it feeds on, if the apples, this sap is acidic and bad bor your teeth.

Aromatherapy

POWER –

TYPE: Grass
ACCURACY: Insight + Nature
DAMAGE POOL: -
ADDED EFFECT: Cure User and Allies from Burn, Freeze, Paralysis, Poison or Sleep.



The Pokémon releases medicinal scents and vapors to refresh the user and its allies.

Branch Poke

POWER 2

TYPE: Grass
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: -

The Pokémon rudely starts poking its foe with a stick.

Bullet Seed

POWER 1

TYPE: Grass
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Ranged. Succesive Actions.

The Pokémon shoots seeds rapidly as if they were bullets.

Cotton Guard

POWER –

TYPE: Grass
ACCURACY: Insight + Channel
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Defense.



The user covers itself in cotton puffs that severely reduce the impact of physical attacks.

Cotton Spore

POWER –

TYPE: Grass
ACCURACY: Insight + Channel
DAMAGE POOL: -
ADDED EFFECT: Reduce Foe's Dexterity



The Pokemon covers the foe in cotton, disrupting its movement speed.

Drum Beating

POWER 3

TYPE: Grass
ACCURACY: Dexterity + Perform
DAMAGE POOL: Strength + 3
ADDED EFFECT: Reduce the Foe's Dexterity.



The Pokémon has a perfectly good drum and you'd think it would use it. But it doesn't. It uses it's foe.

Energy Ball

POWER 3

TYPE: Grass
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: Roll 1 Chance Dice to Reduce foe's Sp. Defense.



The Pokemon gathers nature's energy in a ball and hurls it at the foe. Trees and bushes may be left opaque and sad.

Forest's Curse

POWER –

TYPE: Grass
ACCURACY: Will + Nature
DAMAGE POOL: -
ADDED EFFECT: Add the Grass Type to the Target's Type (ie. Nidoran will now be "Poison/Grass" Heracross will now be "Bug/Fight/Grass") If the Pokémon already has a third type attached, replace it.

The user calls the forest to lay a curse upon the target, making it grow vines and vegetation around its whole body. The curse will not be easily lifted without a medium's help.

Frenzy Plant

POWER 6

TYPE: Grass
ACCURACY: Special + Channel
DAMAGE POOL: Special + 6
ADDED EFFECT: Must Recharge.



User roots down and calls the plants to grow in a frenzy around the foe, though it leaves the user exhausted.

Giga Drain

POWER 3

TYPE: Grass
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: The user restores HP equal to half the damage dealt, rounded down.

The Pokémon extracts a great amount of vital energy from the foe's body.

Grav Apple

POWER 3

TYPE: Grass
ACCURACY: Dexterity + Channel
DAMAGE POOL: Strength + 3
ADDED EFFECT: Ranged. Reduce the Foe's Defense.



The Pokémon rises on top of its foe and drops an apple on their head. The foe proceeds to eat the apple, distracting it from the fight.

Grass Knot

POWER 1*

TYPE: Grass
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 1
ADDED EFFECT: Add 1 Extra Dice to the Damage Pool for every 50 kgs. of weight on the foe, up to +4 Extra Dice.

The user snares the target's feet with grass, making it fall to the ground. The bigger the foe the harder the fall.

Horn Leech

POWER 3

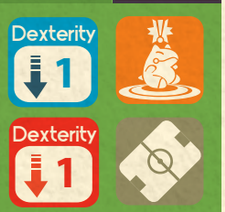
TYPE: Grass
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: The user restores HP equal to half the damage dealt, rounded down.

The user rams the foe and absorbs some of its vital energy with its horns.

Grass Pledge

POWER 2

TYPE: Grass
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Area Attack. Reduce the Dexterity of those Affected. Pokémon on the ground that enter any side of the field will have 1 point to their Dexterity reduced until the end of the scene.



The Pokémon chants to invoke the power of Grass. Its pledge is heard then the soil trembles and the ground crumbles as vegetation rises to grapple anyone in the field.

Ingrain

POWER –

TYPE: Grass
ACCURACY: Special + Nature
DAMAGE POOL: -
ADDED EFFECT: If successful, spend 1 Will point to activate. User heals 1 HP at the end of each Round. The User is now Blocked.



The Pokemon roots itself to the ground, absorbing the nutrients and recovering health.

Grass Whistle

POWER –

TYPE: Grass
ACCURACY: Special + Perform
DAMAGE POOL: -
ADDED EFFECT: Sound Based. Put the Target to Sleep



The user plays a beautiful and soothing melody that lulls the target into a peaceful sleep.

Leaf Blade

POWER 3

TYPE: Grass
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Lethal. High Critical.

The Pokémon uses the sharp leaves on its body to cut through the foe.

Grassy Terrain

POWER –

TYPE: Grass
ACCURACY: Special + Nature
DAMAGE POOL: -
ADDED EFFECT: If successful, spend 1 Will point to activate. Everyone in the user's side of the field heals 1 HP at the end of each Round. Add 1 Extra Die to the Damage Rolls of Grass-Type Moves.

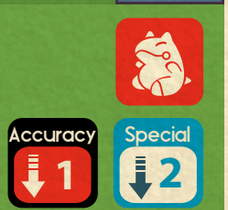


The Pokémon calls upon the healing power of nature to grow a patch of miraculous grass on its side of the battlefield.

Leaf Storm

POWER 6

TYPE: Grass
ACCURACY: Special + Channel
DAMAGE POOL: Special + 6
ADDED EFFECT: Reduce the User's Special.



A furious storm of sharp leaves swirls and pierces the target. The user is left exhausted.

Leaf Tornado

POWER 2

TYPE: Grass
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Roll 5 Chance Dice to Reduce the Foe's Accuracy.



A bush worth of sharp leaves swirls around the foe making it harder for it to aim attacks properly.

Needle Arm

POWER 2

TYPE: Grass
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Roll 3 Chance Dice to Flinch the Foe.



The Pokemon hits the foe with its flailing arms, some thorns may get stuck on the target like needles.

Leafage

POWER 2

TYPE: Grass
ACCURACY: Dexterity + Channel
DAMAGE POOL: Strength + 2
ADDED EFFECT: Ranged.

The user throws leaf darts towards its foe.

Petal Blizzard

POWER 3

TYPE: Grass
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Area Attack.

The Pokémon showers the battlefield with a raging blizzard of petals and leaves, anyone close to the user will suffer the consecuences.

Leech Seed

POWER –

TYPE: Grass
ACCURACY: Special + Nature
DAMAGE POOL: -
ADDED EFFECT: If successful, spend 1 Will point to activate. At the end of each Round, Roll 1 Dice of Damage to the foe. User heals 1 HP for every damage dealt this way. Grass-Type Pokémon are immune to this Move.



The user plants some seeds on the target, the seeds sprout and restore the user's health by absorbing the foe's vital energy.

Petal Dance

POWER 5

TYPE: Grass
ACCURACY: Special + Channel
DAMAGE POOL: Special + 5
ADDED EFFECT: Rampage. Targets Random foe.



The Pokémon starts swirling petals around in a true display of nature's power, the petals are guided by the wind to strike the foe.

Magical Leaf

POWER 2

TYPE: Grass
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Never Fail.

The user sends out a floating leaf that will pursuit the target until it hits.

Power Whip

POWER 5

TYPE: Grass
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 5
ADDED EFFECT: -



The Pokémon violently lashes the foe with its vines or a part of its body, acting as a powerful whip.

Mega Drain

POWER 2

TYPE: Grass
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: The user restores HP equal to half the damage dealt, rounded down.

The user absorbs a big amount of vital energy from the target.

Razor Leaf

POWER 2

TYPE: Grass
ACCURACY: Dexterity + Channel
DAMAGE POOL: Strength + 2
ADDED EFFECT: Target All Foes in Range. Ranged. High Critical.



The Pokémon shoots one or more sharp leaves that cut through all targets as if they were razors.

Sappy Seed

POWER 3

TYPE: Grass
ACCURACY: Special + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: At the end of the Round, Roll 1 Die of Damage to the foe, Restore 1 HP to the user for every damage dealt this way. If the user of this Move is at its Final Stage of Evolution, this move fails.



From a magical bean, the user grows a cute stalk that will attach itself to the nearest target. Once it ingrains, it will grow and grow and grow until it reaches the sky.

Seed Bomb

POWER 3

TYPE: Grass
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Ranged.

The user throws a big seed that explodes on contact with the foe.

Seed Flare

POWER 5

TYPE: Grass
ACCURACY: Special + Channel
DAMAGE POOL: Special + 5
ADDED EFFECT: Lethal. Roll 4 Chance Dice to Reduce the foe's Sp. Defense.



Shaymin releases an explosion of pollen and seeds that the foe cannot shake off, leaving it vulnerable. Over time, these seeds will grow into gigantic trees of life.

Sleep Powder

POWER –

TYPE: Grass
ACCURACY: Special + Nature
DAMAGE POOL: -
ADDED EFFECT: Put the Target to Sleep.



The user scatters powder around, anyone who comes in contact with it will fall asleep.

Snap Trap

POWER 2

TYPE: Grass
ACCURACY: Dexterity + Stealth
DAMAGE POOL: Strength + 2
ADDED EFFECT: Target is Blocked for the Next 4 Rounds.

The user is so flat that you can barely see it in the tall grass. It is just waiting for its foe to get close enough to use its body as a snare trap.

Solar Beam

POWER 5

TYPE: Grass
ACCURACY: Special + Channel
DAMAGE POOL: Special + 5
ADDED EFFECT: Charge Move. If there is a Sunny Weather, you skip this Move's Charge action. If performed under Rain, Sandstorm or Hail Weather, this Move takes two actions to Charge.

The user focuses the sunlight it has absorbed into a powerful and devastating beam of light.

Solar Blade

POWER 5

TYPE: Grass
ACCURACY: Strength + Brawl
DAMAGE POOL: Strength + 5
ADDED EFFECT: Charge Move. If there is a Sunny Weather, you skip this Move's Charge action. If performed under Rain, Sandstorm or Hail Weather, this Move takes two actions to Charge.

The Pokémon focuses the sunlight on its sharp leaves, then releases the energy with a shattering blow.

Spiky Shield

POWER –

TYPE: Grass
ACCURACY: Dexterity + Brawl
DAMAGE POOL: -
ADDED EFFECT: Priority. Shield Move. Reduce 3 Damage This Pokémon would receive from a Damaging Move. If the Foe used a non-ranged physical move Roll 2 Dice of Damage against it.



The Pokémon covers itself with a thorn filled shell, the foe will be damaged if it hits directly into it.

Spore

POWER –

TYPE: Grass
ACCURACY: Special + Nature
DAMAGE POOL: -
ADDED EFFECT: Put the Target to Sleep.



A powerful somniferous spore that is shot at the target to make it fall asleep.

Strength Sap

POWER –

TYPE: Grass
ACCURACY: Insight + Nature
DAMAGE POOL: -
ADDED EFFECT: Reduce Foe's Strength. User Heals HP equal to the Foe's Current Strength Score.
Healing in-battle limitations apply.



The Pokémon looks for a weak point on its foe, then feeds on its vital energy. The foe is left feeling feeble.

Stun Spore

POWER –

TYPE: Grass
ACCURACY: Special + Nature
DAMAGE POOL: -
ADDED EFFECT: Paralyze the Foe.

Accuracy 2 | Paralysis

A blow of dust that paralyzes the target on the spot and cramps its muscles.

Synthesis

POWER –

TYPE: Grass
ACCURACY: Special + Nature
DAMAGE POOL: -
ADDED EFFECT: Basic Heal. If successful, spend 1 Will point to activate. If Sunny Weather is on effect, this Move becomes a Complete Heal. If Rain/Sandstorm Weather is in effect, this Move only heals 1 HP.

The Pokémon uses the sunlight as energy to regain its vitality.

Trop Kick

POWER 3

TYPE: Grass
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Reduce Foe's Strength.

Strength 1

The user strikes with an intense and alluring kick.

Vine Whip

POWER 2

TYPE: Grass
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: -

The Pokemon uses its slender vines as a whip against the foe. They are as long as 20 feet.

Wood Hammer

POWER 5

TYPE: Grass
ACCURACY: Strength + Brawl
DAMAGE POOL: Strength + 5
ADDED EFFECT: Recoil.

The Pokémon recklessly slams the foe with a part of its rugged body, the user also gets hurt in the process.

Worry Seed

POWER –

TYPE: Grass
ACCURACY: Special + Nature
DAMAGE POOL: -
ADDED EFFECT: Until the end of the Scene, Target's Ability is now "Insomnia".

The user plants a seed in its foe. It causes a restless preocupation that won't let it sleep at night.

Ground

Super Effective against:

Electric | Fire | Poison | Rock | Steel

It's Not Very Effective against:

Bug | Grass

No effect against:

Flying

Ground Types are hardy and lonely creatures. Their Moves are able to to control the battleground using great area attacks and field Moves that can keep most enemies at bay or risk some serious injuries.
These powers will slow down most pursuers, trap any unsuspecting traveler and cut down paths that would compromise the Pokémon's safety.
Watch your step, Ground Pokémon can be a walking landmine.

Bone Club

POWER 2

TYPE: Ground
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Roll 2 Chance Dice to Flinch the Foe.

Accuracy 2 | Flinch 2

The user hits the target with a bone, the smack may leave a bump on the target's head.

Bone Rush

POWER 1

TYPE: Ground
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Succesive Actions.

Accuracy 1

The user quickly strikes the foe with a bone, one blow after another.

Bonemerang

POWER 2

TYPE: Ground
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Ranged. Double Action.

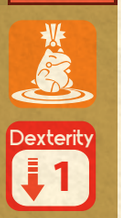


The Pokemon throws a bone to hit the foe. The bone returns like a boomerang, striking a second time.

Bulldoze

POWER 2

TYPE: Ground
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Area Attack. Reduce the Dexterity of those affected.



The user stomps and tramples the place, breaking stones, trees and everything nearby.

Dig

POWER 3

TYPE: Ground
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Charge Move. While charging this move, the User will be out of range. Can be hit by Earthquake, Magnitude or a similar Move.

The user digs a tunnel on the ground and attacks while coming out from below.

Drill Run

POWER 3

TYPE: Ground
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: High Critical.

The user rotates its body imitating a drill and crashes against the foe. This attack may pierce through walls and floors with ease and great precision.

Earth Power

POWER 3

TYPE: Ground
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: Roll 1 Chance Dice to Reduce the foe's Sp. Defense.



The user sends out a subterranean wave that bursts on the ground bellow the target. It looks like the earth molds to the Pokémon's will.

Earthquake

POWER 4

TYPE: Ground
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 4
ADDED EFFECT: Area Attack. Ranged.

The Pokémon focuses its energy into shaking the ground, everyone around will be thrown like a rag doll.

Fissure

POWER –

TYPE: Ground
ACCURACY: Strength + Brawl
DAMAGE POOL: -
ADDED EFFECT: Ranged.
Deal Damage to the foe equal to the Target's Remaining HP, plus 1 Lethal Damage.



The user tears the ground apart in a monstrous display of force, if the foe falls through the fissure it might need a rescue team to get it out.

High Horsepower

POWER 3

TYPE: Ground
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: None.

The Pokémon rushes towards its target and tramples it without mercy.

Land's Wrath

POWER 3

TYPE: Ground
ACCURACY: Strength + Channel
DAMAGE POOL: Strength + 3
ADDED EFFECT: Lethal. Ranged.
All Foes in Range.



The earth moves on its own, no attacker in sight. The floor crumbles and the ground shakes engulfing its victims. From the rubble, lush trees emerge a short time after.

Magnitude

POWER *

TYPE: Ground
ACCURACY: Dexterity + Channel
DAMAGE POOL: Strength + Varies*
ADDED EFFECT: Ranged.
Roll 1 Die to determine this Move's Power.

The user quakes the ground plates. Some plates will move easier than others.

Mud Bomb

POWER 2

TYPE: Ground
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Roll 3 Chance Dice to Reduce the Foe's Accuracy.



The Pokémon shoots a ball made of mud that bursts on the target, some mud may get on its eyes.

Mud Shot

POWER 2

TYPE: Ground
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Reduce the Foe's Dexterity.



The Pokémon shoots a stream of mud that covers the foe, obstructing its movement.

Mud Slap

POWER 1

TYPE: Ground
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 1
ADDED EFFECT: Reduce the foe's Accuracy.



The user hurls some mud to the face of the foe, leaving it unable to see clearly.

Mud Sport

POWER –

TYPE: Ground
ACCURACY: Special + Nature
DAMAGE POOL: -
ADDED EFFECT: For the next 4 Rounds Electric Type attacks won't add their Power to the Damage Pool.

The user covers everything with mud, reducing the effectiveness of electric attacks made on the field.

Precipice Blades

POWER 5

TYPE: Ground
ACCURACY: Strength + Channel
DAMAGE POOL: Strength + 5
ADDED EFFECT: Lethal. Ranged.



Giant blades emerge from the earth with every step of the user. If you fall into them, they are almost impossible to survive.

Rototiller

POWER –

TYPE: Ground
ACCURACY: Special + Nature
DAMAGE POOL: -
ADDED EFFECT: Increase the Strength and Special of all Grass Type Pokémon in the battlefield.



The Pokémon digs around and moves the soil to make it ideal for plant growth.

Sand Attack

POWER –

TYPE: Ground
ACCURACY: Dexterity + Channel
DAMAGE POOL: -
ADDED EFFECT: The Foe gets 1 success reduced from all its Accuracy Rolls.



The user shoots some sand into the opponent's eyes.

Sand Tomb

POWER 2

TYPE: Ground
ACCURACY: Dexterity + Channel
DAMAGE POOL: Strength + 2
ADDED EFFECT: Ranged. Blocks. At the end of the Round, Roll 2 Dice of Damage against the foe. Lasts 4 Rounds.



The Pokémon creates a shifting sand pit around the foe, leaving it unable to escape.

Shore Up

POWER –

TYPE: Ground
ACCURACY: Insight + Nature
DAMAGE POOL: -
ADDED EFFECT: Basic Heal. If performed under Sandstorm weather, this Move is a Complete Heal.

The Pokémon gathers the sand around itself to restore its body to shape.

Spikes

POWER –

TYPE: Ground
ACCURACY: Special + Nature
DAMAGE POOL: -
ADDED EFFECT: Foe Pokémon that enters the battlefield will lose 1 HP, this effect does not stack. Pokemon with the Levitate ability and Flying Type Pokemon are immune to this effect. Entry Hazard.

The Pokémon shoots pointy pebbles or thorns around the field that deal damage to anyone coming from that side.

Stomping Tantrum

POWER 3*

TYPE: Ground
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3*
ADDED EFFECT: Add 2 Extra Dice to the Damage Pool of this move if the User failed the Accuracy Roll of the last Move it performed.

The Pokémon throws a tantrum all over the place, it becomes worse if something has frustrated it earlier.

Thousand Arrows

POWER 3

TYPE: Ground
ACCURACY: Strength + Channel
DAMAGE POOL: Strength + 3
ADDED EFFECT: Lethal. Ranged. All Foes in Range. If successful, Flying and Levitating Pokémon can be hit by Ground-Type Moves for the rest of the scene.

Out of nowhere, pointy shards come raining from the sky towards the foes, even flying creatures will fall to the ground if they are knocked by them. Take cover, this is gonna hurt.

Thousand Waves

POWER 3

TYPE: Ground
ACCURACY: Special + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Blocks. Ranged. All Foes in Range.

Solid ground becomes a sandtrap, cracked earth will close to ensnare your feet. It's as if the land itself wanted to trap you. There is no attacker nor escape in sight.

Ice

Super Effective against:

Dragon | Flying | Grass | Ground

It's Not Very Effective against:

Fire | Ice | Steel | Water

Ice Types are very rarely seen in most cities and towns. Their bodies have unique abilities that freeze everything nearby and help them resist harsh environments.
Ice Moves work as powerful and solid single target attacks, capable of defeating most foes with just a single strike and a little bit of luck. These powers can freeze water, moisture in the air, and living beings alike.

Once the enemy is frozen solid, Ice Pokémon might escape or attack until the opponent faints.

Aurora Beam

POWER 2

TYPE: Ice
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Roll 1 Chance Dice to Reduce foe's Strength.

The Pokemon shoots a beautiful rainbow colored beam that may leave the foe flabbergasted.

Aurora Veil

POWER –

TYPE: Ice
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: User and Allies will receive 1 less Damage from both Physical and Special Attacks.
This move will fail if not performed under Hail Weather. Lasts 4 Rounds, even if Hail Weather is over.

Aurora lights and hail spin around the Pokémon and its Allies, deflecting attacks.

Avalanche

POWER 2*

TYPE: Ice
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Low Priority. If the If the user received damage from the target this Round, Add 2 Extra Dice to the Damage Pool.

The user builds up a lot of snow around itself, if anything disturbs the snow, it will fall on the attacker like an avalanche.

Blizzard

POWER 5

TYPE: Ice
ACCURACY: Special + Channel
DAMAGE POOL: Special + 5
ADDED EFFECT: All Foes in Range. Roll 1 Chance Dice to Freeze those affected. If performed under Sunny Weather, Accuracy becomes -3 instead. If Performed under Hail Weather, Ignore this Move's Reduced Accuracy; and this Move can't be evaded.

The user swirls a violent gelid wind around the foes. This blizzard may not last long, but it's tremeandously strong.

Freeze Dry

POWER 3

TYPE: Ice
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: Water-Type Pokémon are dealt 2 Extra Damage.

The user freezes all moisture in the environment, water type Pokémon suffer greatly.

Freeze Shock

POWER 6

TYPE: Ice
ACCURACY: Special + Channel
DAMAGE POOL: Strength + 6
ADDED EFFECT: Lethal. Ranged. Charge Move. Roll 3 Chance Dice to Paralyze the Foe.

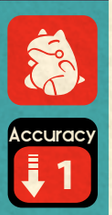


The user appears to become a block of ice, then it releases itself from the ice with a devastating discharge. The exploding ice shards and the lightning fly all over the battlefield.

Freezy Frost

POWER 3

TYPE: Ice
ACCURACY: Special + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: Is succesful, remove all Increased or Reduced Attributes and Traits the Foe may have.
If the user of this Move is at its Final Stage of Evolution, this move fails.



The user touches its foe while playing "Freeze!", surprisingly, the foe becomes frozen on a block of ice. Once they realize they were just playing pretend the ice disolves into haze.

Frost Breath

POWER 2

TYPE: Ice
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: This Move is always a Critical Hit and it gets the proper bonus for it.

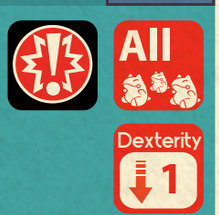


The user shoots a gelid breath against the target that sends a chill through the spine. The sudden change of temperature can bring anyone to its knees.

Glaciate

POWER 2

TYPE: Ice
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Lethal. All Foes in Range. Reduce the Dexterity of those affected.



The air is so cold it hurts to move, to see, to breath. Escaping should be your top priority, for every second you don't your life will be at peril.

Hail

POWER –

TYPE: Ice
ACCURACY: Special + Nature
DAMAGE POOL: -
ADDED EFFECT: Hail Weather is activated for the next 4 Rounds.



The user summons a hailstorm that will stay on the battlefield for some time.

Haze

POWER –

TYPE: Ice
ACCURACY: Special + Nature
DAMAGE POOL: -
ADDED EFFECT: Remove all Increased or Reduced Attributes and Traits on everyone on the Battlefield.



The user sends out a haze that disturbs all the Pokémon engaged in battle. It may conceal whoever is inside.

Ice Ball

POWER 1*

TYPE: Ice
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Successive Actions. Add 1 Extra Dice to the Damage Roll of the last Ice Ball hit the user performs. If the Pokémon used Defense Curl this Round, add 1 Extra Dice to the Damage Roll of every hit.

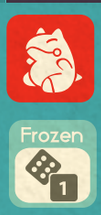


The user curls into a snowball, rolling against the foe. The ball grows bigger as it rolls.

Ice Beam

POWER 3

TYPE: Ice
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: Roll 1 Chance Dice to Freeze the Foe.



The user shoots a freezing ray that greatly lowers the temperature of anything it hits.

Ice Burn

POWER 6

TYPE: Ice
ACCURACY: Special + Channel
DAMAGE POOL: Special + 6
ADDED EFFECT: Lethal. Ranged. Charge Move. Roll 3 Chance Dice to Burn the Foe.



The user appears to become a block of ice, then it releases itself from the ice with a devastating explosion. The exploding ice shards and fire blow all over the battlefield.

Ice Fang

POWER 2

TYPE: Ice
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Roll 2 Chance Dice to Flinch the foe. Roll 2 Chance Dice to Freeze the foe.



The user bites the foe and releases a gelid breath through its mouth.

Ice Hammer

POWER 4

TYPE: Ice
ACCURACY: Strength + Brawl
DAMAGE POOL: Strength + 4
ADDED EFFECT: Reduce User's Dexterity.



The Pokémon uses its powerful gelid arms and strikes the foe with a swing motion.

Ice Punch

POWER 3

TYPE: Ice
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Fist Based. Roll 1 Chance Dice to Freeze the foe.

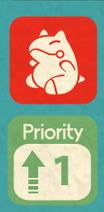


The Pokémon delivers a strike covered in ice. The user's hands can freeze anything they touch.

Ice Shard

POWER 2

TYPE: Ice
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Ranged. Priority.



The user quickly freezes some bits of ice and throws them at the target.

Icicle Crash

POWER 3

TYPE: Ice
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Roll 3 Chance Dice to Flinch the Foe.



The user drops a big icicle over the foe, the impact may leave the opponent dazed.

Icicle Spear

POWER 1

TYPE: Ice
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Ranged. Successive Actions.

The user launches a wave of small but pointy icicles towards the target.

Icy Wind

POWER 2

TYPE: Ice
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Target all foes in Range. Reduce Dexterity of those affected.



A breeze so cold that it chills you to the bone, making it harder to move.

Mist

POWER –

TYPE: Ice
ACCURACY: Special + Nature
DAMAGE POOL: -
ADDED EFFECT: For the next 4 Rounds, the User and Allies cannot have their Attributes or Traits reduced.



The user cloaks itself and its allies within a cold mist with mystic properties. It may conceal whoever is nearby.

Powder Snow

POWER 2

TYPE: Ice
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Target all foes in Range. Roll 1 Chance Dice to Freeze those affected.



The user sends out a wind current full of snowflakes that freeze whatever they touch. This powder can easily turn a room to ice.

Sheer Cold

POWER –

TYPE: Ice
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: Deal Damage equal to the Target's Remaining HP, plus 1 Lethal Damage.



The user freezes the foe from the inside out. victims of this attack will need urgent medical attention.

Normal

It's Not Very Effective against:

Rock Steel

No effect against:

Ghost

Normal Types have a great versatility and adaptability. These Moves are common in all Pokémon and provide basic attacks, impairing effects, support for most situations and even some ridiculously powerful Moves able to bring down any Pokémon no matter their strength or tactic.

Never underestimate a Normal Move, it may be the most dangerous of all.

Barrage

POWER 1

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Ranged. Successive Actions.

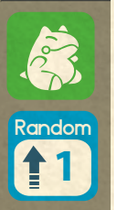


The Pokémon Throws many round objects at the target, one after the other.

Accupressure

POWER –

TYPE: Normal
ACCURACY: Dexterity + Nature
DAMAGE POOL: -
ADDED EFFECT: Increase a Random Attribute. If this Move is used again, the previous Attribute modifier is removed.



The user starts pushing its pressure points, releasing the energy that was stored in its body.

Baton Pass

POWER –

TYPE: Normal
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: Switcher Move. User switches out with another Pokémon. Any Attribute increase on the user is passed on the next Pokémon. The user can't increase its Attributes again until the end of the scene.



The user stores part of its power on a twig or a stick, anyone who touch the item will receive its might.

After You

POWER –

TYPE: Normal
ACCURACY: Cool + Etiquette
DAMAGE POOL: -
ADDED EFFECT: The Target will go first in the order of Initiative. Lasts for the rest of this Battle.



The user bows and courteously lets an ally or foe use their action first.

Belly Drum

POWER –

TYPE: Normal
ACCURACY: Tough + Perform
DAMAGE POOL: -
ADDED EFFECT: User deals Damage to itself equal to Half of its total HP rounded down. Increase User's Strength.



The Pokémon Roars a war cry while hitting its Belly.

Assist

POWER –

TYPE: Normal
ACCURACY: Clever + Perform
DAMAGE POOL: Varies
ADDED EFFECT: Choose one Move known by a random member of your party. You perform that Move using the Accuracy roll from Assist.



The Pokémon hurriedly remembers one action performed by a partner. Some Pokémon can even do what a human does and assist him with any tasks.

Bestow

POWER –

TYPE: Normal
ACCURACY: Cool + Etiquette
DAMAGE POOL: -
ADDED EFFECT: If target is not holding an Item, the User gives its own.

The Pokémon respectfully offers an item, the target will take it and keep it to be polite.

Attract

POWER –

TYPE: Normal
ACCURACY: Beauty + Allure
DAMAGE POOL: -
ADDED EFFECT: If Successful, Target is now In Love. This Move fails if target is from same gender as the User or genderless.



The user makes use of its good looks and attitude to infatuate its foe.

Bide

POWER *

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Varies
ADDED EFFECT: The User will take the next 2 hits. After those two attacks, you may use this Move again to retaliate with Strength + Twice the Damage Received from those 2 hits.

The user endures the hit then unleashes an attack even greater.

Bind

POWER 1

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Block. Deal 2 dice of damage at the end of each Round. Lasts 4 Rounds.



The Pokémon uses its body to bind the foe, restraining and squeezing it.

Block

POWER –

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: -
ADDED EFFECT: Blocks.



The user moves swiftly, blocking the escape routes of the foe.

Body Slam

POWER 3

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Roll 3 Chance Dice to Paralyze the foe.



The user charges against the foe using its body to knock it down, leaving the target stunned.

Boomburst

POWER 6

TYPE: Normal
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special+ 6
ADDED EFFECT: Area. Sound Based.



The user creates an explosive sound that deafens everyone in the battlefield.

Camouflage

POWER –

TYPE: Normal
ACCURACY: Special + Nature
DAMAGE POOL: -
ADDED EFFECT: For the rest of the scene the User changes type to one that fits the terrain it is in (i.e. Usar is in a rocky cave, becoming rock type)



The user mimics the environment, it becomes one with the surroundings.

Captivate

POWER –

TYPE: Normal
ACCURACY: Beauty + Allure
DAMAGE POOL: -
ADDED EFFECT: All foes in Range. Reduce the Special of those affected if they are from the opposite gender than the user.

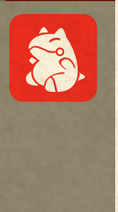


The Pokémon shows off its attractiveness and even flirts with the opponents, those who fall for its charms can't focus on the battle.

Chip Away

POWER 3

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: This attack ignores Defense and Evasion modifiers on the foe.



The user looks for an opening and strikes directly there. It nibbles bit by bit even the toughest of surfaces.

Comet Punch

POWER 1

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Successive Actions. Fist Based.



The user throws a quick series of punches at the foe.

Confide

POWER –

TYPE: Normal
ACCURACY: Cute + Allure
DAMAGE POOL: -
ADDED EFFECT: Reduce the foe's Special.



The Pokémon tells a secret to the target. The foe loses its ability to concentrate.

Constrict

POWER 1

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Blocks. Roll 2 Dice of Damage against the foe at the end of each Round. Lasts 4 Rounds.



The Pokémon uses its body to hold and constrict the foe. It won't let go easily.

Conversion

POWER –

TYPE: Normal
ACCURACY: Will + Channel
DAMAGE POOL: -
ADDED EFFECT: The user changes its type at random.

The Pokémon downloads the data of a Move to add it to its code.

Conversion 2

POWER –

TYPE: Normal
ACCURACY: Will + Channel
DAMAGE POOL: -
ADDED EFFECT: After being dealt damage, choose a Type resistant to the Type of that attack. That's the Type of the User until it uses this Move again.

The Pokémon downloads the data of a move that was used against it. Change the code of the user to a type resistant to that move.

Copycat

POWER –

TYPE: Normal
ACCURACY: Same as copied move
DAMAGE POOL: Same as copied move
ADDED EFFECT: Copies the last move the foe has performed.

The user will closely watch the movements of the target and will imitate them to perfection.

Court Change

POWER –

TYPE: Normal
ACCURACY: Clever + Etiquette
DAMAGE POOL: -
ADDED EFFECT: Swap any Barriers (i.e.Light Screen, Reflect etc.), Entry Hazards (i.e. Toxic Spikes, Sticky Web etc.) and Effects on the foe's side of the field (i.e. Tailwind, Grassy Terrain etc.) for the one's on the User's side.

The Pokémon signals the referee for half-time, the referee complies and both parties swap their sides of the field. Wait. Did we forget something?

Covet

POWER 2

TYPE: Normal
ACCURACY: Clever + Stealth
DAMAGE POOL: Strength + 2
ADDED EFFECT: If the user is not holding an item, Steal the target's Held Item.

The user approaches with caution, deals a quick strike and takes the chance to steal the target's item.

Crush Claw

POWER 3

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Roll 5 Chance Dice to Reduce the target's Defense

5 Defense 2

The user crushes its claws against the foe, it may pierce the skin of the foe.

Crush Grip

POWER 1*

TYPE: Normal
ACCURACY: Strength + Brawl
DAMAGE POOL: Strength + 1*
ADDED EFFECT: Lethal.
If the foe has a Base HP higher than 3, add 1 Die to the Damage pool for every exceeding point. Up to 9 Dice may be added this way.

The Pokémon grips the foe and starts crushing it. Small targets are difficult to grasp but larger bodies will not be released until they break.

Cut

POWER 2

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: May be used to cut down trees and clear paths.

A slim but precise cut that may slice through anything.

Defense Curl

POWER –

TYPE: Normal
ACCURACY: Vitality + Brawl
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Defense.

Defense 1

The user curls like a ball to protect against most threats.

Disable

POWER –

TYPE: Normal
ACCURACY: Insight + Channel
DAMAGE POOL: -
ADDED EFFECT: The Target cannot use the last move it performed. Lasts 4 Rounds.

The user hits a nerve on the foe, impeding it from performing its previous action for a short while.

Dizzy Punch

POWER 3

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Roll 2 Chance Dice to Confuse the foe. Fist Based.



A swift punch to the jaw that spins the target and may leave it quite dizzy and disoriented.

Double Hit

POWER 2

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength +2
ADDED EFFECT: Double Action.



The Pokémon uses the classic “One-Two” to attack the foe.

Double Slap

POWER 1

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT : Successive Actions.



The user attacks its foe with two or more slaps in the face.

Double Team

POWER –

TYPE: Normal
ACCURACY: Dexterity + Evasion
DAMAGE POOL: -
ADDED EFFECT: The User can Now make up to 5 Evasions per Round.

The user moves rapidly around the foe, creating illusory copies of itself.

Double-Edge

POWER 5

TYPE: Normal
ACCURACY: Strength + Brawl
DAMAGE POOL: Strength + 5
ADDED EFFECT: Recoil.

The user recklessly slams its foe to deal a lot of damage, but it may also hurt itself in the process.

Echoed Voice

POWER 2*

TYPE: Normal
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2*
ADDED EFFECT : Sound Based. This Move can be used many times in the same Round. Add 1 Extra Die to the Damage pool of this move for every consecutive time you use it. Up to 8 Dice might be added this way. Reset this effect if the user performs another move, evasion or clash.

The user shouts loudly and the echo answers back, it will yell louder every time the echo talks back.

Egg Bomb

POWER 4

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 4
ADDED EFFECT: Ranged.

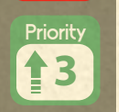


The user throws a big egg with great force against its foe.

Encore

POWER –

TYPE: Normal
ACCURACY: Cool + Allure
DAMAGE POOL: -
ADDED EFFECT: For the duration of this effect, the target will repeat the exact same action sequence it had this round. The target must have had an action sequence. Lasts 4 Rounds. Priority.



The user claps and cheers at the target to encourage it to repeat what it just did.

Endeavor

POWER *

TYPE: Normal
ACCURACY: Will + Channel
DAMAGE POOL: -
ADDED EFFECT: Roll Damage equal to the Difference between user's Full HP and its Current HP (up to 10). User cannot reduce the target's HP to lower than its own remaining HP. Ignore foe's Defenses.

With pure willpower, the user struggles with its foe despite the pain.

Endure

POWER –

TYPE: Normal
ACCURACY: Will + Channel
DAMAGE POOL: -
ADDED EFFECT: Priority. Shield Move. For the rest of the Round, damaging Moves cannot reduce the user's HP to less than 1. Status Ailments, Weather Conditions, Recoil, Self inflicted damage can still deal damage.



The user gets prepared to receive a fatal blow. It resists the pain despite being seriously hurt.

Entrainment

POWER –

TYPE: Normal
ACCURACY: Cool + Perform
DAMAGE POOL: -
ADDED EFFECT: The target's Ability is replaced by the User's own Ability. (i.e. Luvdisc's Swift Swim Ability will replace Geodude's Sturdy Ability).

The Pokémon dances with a catchy rhythm. The target starts dancing too and both connect to a very personal level through this performance.

False Swipe

POWER 2

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: The Foe can't go below 1 HP when hit by this Move.

The user strikes the foe but lowers the power of the blow at the last second.

Explosion

POWER 10

TYPE: Normal
ACCURACY: Strength + Brawl
DAMAGE POOL: Strength + 10
ADDED EFFECT: After the damage is dealt The user faints. Lethal. Area Attack.

The user focuses on exploding its body, the explosion deals a massive wave of damage. A very dangerous move.

Feint

POWER 1

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Priority. This Move ignores any Shielding Move.

Priority 2

The Pokémon feints a strike, then hits for real even if the foe attempts to protect itself.

Extreme Speed

POWER 3

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Priority. Triple the Pokémon movement speed.

Priority 2

The user charges at a blinding speed against the target.

Flail

POWER 1*

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 1*
ADDED EFFECT: Add 1 Extra Die to the Damage Pool of this Move for every missing Point of HP the user has. Up to 5 Dice may be added this way.

The user flails and struggles to survive, the more weakened it is the stronger this attack will be.

Facade

POWER 3*

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3 (or +6)
ADDED EFFECT: If the User's got a Status Ailment (Paralysis, Poison, Burn, etc.) Add 3 Extra Dice to the Damage pool.

The Pokémon will make an upfront attack, if the user is suffering the attack will be stronger.

Flash

POWER –

TYPE: Normal
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: The Foe gets 1 success reduced from all its Accuracy Rolls.

Accuracy 1

The user suddenly emits a blinding light around its body, dazing its opponent in the process.

Fake Out

POWER 2

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Priority. Flinch the foe. This move will only work the First Round the Pokémon is out in battle. From the second round on, it will fail automatically.

Flinch ✓

Priority 1

While still preparing for battle, the user will suddenly attack the foe.

Focus Energy

POWER –

TYPE: Normal
ACCURACY: Insight + Channel
DAMAGE POOL: -
ADDED EFFECT: All of the user's Damagin Moves now have "High Critical". This effects lasts until the end of the scene or if the user is removed from battle.

The Pokémon's energy is raised to make all strikes much more precise.

Follow Me

POWER –

TYPE: Normal
ACCURACY: Cool + Perform
DAMAGE POOL: -
ADDED EFFECT: Until the End of the Round, all of the foe's Moves will target the user.



The Pokémon will draw everyone's attention. All foes are taunted to do their worse.

Foresight

POWER –

TYPE: Normal
ACCURACY: Insight + Alert
DAMAGE POOL: -
ADDED EFFECT: The Foe cannot Evade Moves performed by the User. User Ignores Ghost-Type immunity to Normal-Type Moves and vice versa.



The Pokémon uses its developed senses and mental ability to foresee the immediate future.

Frustration

POWER *

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + *
ADDED EFFECT: Add 1 Extra Die to the Damage pool of this Move for every missing point on Happiness on the user.



A move that relies on how badly a Pokémon has been treated to make it vicious and uncaring.

Fury Attack

POWER 1

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Successive Actions.



The Pokémon goes at it with everything its got in a rather disordered way.

Fury Swipes

POWER 1

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Successive Actions.



The user swiflty uses its claws to strike the foe multiple times.

Giga Impact

POWER 6

TYPE: Normal
ACCURACY: Strength + Brawl
DAMAGE POOL: Strength + 6
ADDED EFFECT: Must Recharge. Lethal.



The Pokémon strikes with a brutal force using all its body. The impact leaves the user somewhat stunned.

Glare

POWER –

TYPE: Normal
ACCURACY: Tough + Intimidate
DAMAGE POOL: -
ADDED EFFECT: Paralyze the foe.



The Pokémon uses its intimidating glare to paralyze the foe with sheer terror.

Growl

POWER –

TYPE: Normal
ACCURACY: Tough/Cute + Perform
DAMAGE POOL: -
ADDED EFFECT: Reduce the foe's Strength. Sound Based.

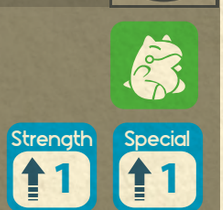


Either by a menacing attitude or cute demeanor, the foe will be unsure about attacking the user with full force.

Growth

POWER –

TYPE: Normal
ACCURACY: Special + Nature
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Strength and Special.

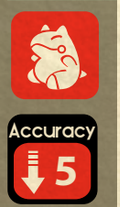


The Pokémon expands its body, it grows bigger and stronger.

Guillotine

POWER *

TYPE: Normal
ACCURACY: Dexterity + Brawl
yDAMAGE POOL: -
ADDED EFFECT: Deal Damage equal to the Target's Remaining HP, plus 1 Lethal Damage.

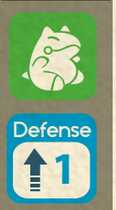


The Pokémon uses the sharpest part of its body to almost snap the neck of its foe. It is a devastating attack. The foe must be lucky to get out of it alive.

Harden

POWER –

TYPE: Normal
ACCURACY: Vitality + Nature
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Defense.



The user stiffens its body and prepares for any incoming attack.

Hidden Power

POWER *

TYPE: Normal
ACCURACY: Varies.
DAMAGE POOL: Varies.
ADDED EFFECT: The Power and Type of this Move is decided by the Storyteller.



Every Pokémon has an unknown power that can be released with surprising results.

Head Charge

POWER 5

TYPE: Normal
ACCURACY: Strength + Brawl
DAMAGE POOL: Strength + 5
ADDED EFFECT: Recoil.



The Pokémon clashes against the foe using its head as a boulder.

Horn Attack

POWER 2

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: -



The Pokémon attacks the foe with its horns, this strike is very painful.

Headbutt

POWER 3

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Roll 3 Chance Dice to Flinch. May call Random Encounters when hitting trees.



The user strikes the foe with its hard head. Perfect for taking down fruits from trees or shake Pokémon out of their nests on treetops.

Horn Drill

POWER *

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: -
ADDED EFFECT: Deal Damage equal to the Target's Remaining HP, plus 1 Lethal Damage.



The user stabs the target with a horn used like a drill, the foe is often left in a critical condition. A move to be wary of.

Heal Bell

POWER –

TYPE: Normal
ACCURACY: Special + Perform
DAMAGE POOL: -
ADDED EFFECT: Cure the User and allies suffering from Status Conditions, they don't need to be on the battlefield to get this effect. Sound Based.



The Pokémon chimes a magical bell, legend says the soothing sound has healing properties.

Howl

POWER –

TYPE: Normal
ACCURACY: Cool + Intimidate
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Strength.



The Pokémon let's out an impressive howl, making it appear a lot more menacing.

Helping Hand

POWER –

TYPE: Normal
ACCURACY: Dexterity + Perform
DAMAGE POOL: -
ADDED EFFECT: Target Pokémon gets 2 Extra Dice on its next Skill, Accuracy and Damage Rolls. Priority.



The Pokémon assists an ally. Together they are stronger.

Hyper Beam

POWER 6

TYPE: Normal
ACCURACY: Special + Channel
DAMAGE POOL: Special + 6
ADDED EFFECT: Must Recharge. Lethal.



The Pokémon casts an incredible beam that leaves a giant trail of destruction behind. The user is left exhausted.

Hyper Fang

POWER 3

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Roll 1 Chance Dice to Flinch.



The Pokémon bites hardly into the foe with its powerful fangs.

Leer

POWER –

TYPE: Normal
ACCURACY: Tough + Intimidate
DAMAGE POOL: -
ADDED EFFECT: All Foes in Range. Reduce the Defense of those affected.



A vicious glare that will make any opponent doubt its own strength in battle.

Hyper Voice

POWER 3

TYPE: Normal
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: Target All Foes in Range. Sound Based.



The user emits a horrible echoing sound that could burst the ears.

Lock-On

POWER –

TYPE: Normal
ACCURACY: Insight + Alert
DAMAGE POOL: -
ADDED EFFECT: The next attack the user performs has 2 automatic unremovable successes on its Accuracy Roll.

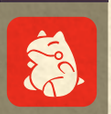


The Pokémon's eyes zoom at a moving target to ensure that the next attack will be dealt with precision.

Judgment

POWER *

TYPE: Normal
ACCURACY: Insight + Intimidate
DAMAGE POOL: Special + *
ADDED EFFECT: Ignore Defenses. This Move is considered to be any Type the user wants. If something would prevent this Move from dealing Damage, ignore it. This Move can't be Clashed. This Move's Power and extra Added Effects are decided by the Storyteller.



Eventually, everyone gets what they deserve.

Lovely Kiss

POWER –

TYPE: Normal
ACCURACY: Missing Beauty Points + Allure
DAMAGE POOL: -
ADDED EFFECT: Put the Target to Sleep.



The Pokémon approaches the foe with a kiss. Its ugly face and awful smooch make the poor creature faint in terror.

Laser Focus

POWER –

TYPE: Normal
ACCURACY: Insight + Alert
DAMAGE POOL: -
ADDED EFFECT: The next time the user lands a hit, it will be treated as it if were a Critical Hit.



Through its incredible awarenes the Pokémon finds a straight path into a weak point of the foe. The attack that follows is usually devastating.

Lucky Chant

POWER –

TYPE: Normal
ACCURACY: Special + Perform
DAMAGE POOL: -
ADDED EFFECT: User and Allies in range can Re-roll one un-successful Die from all their rolls until the end of the scene. If an opponent would land a Critical Hit, it doesn't. Out of battle, good things happen at Storyteller's Discretion.



The user chants an incantation to the skies, the beautiful performance grants this Pokémon and its allies divine protection.

Last Resort

POWER 6

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 6
ADDED EFFECT: It can be used only after the Pokémon has performed all its known moves at least once during the battle.



When everything else fails, the Pokémon gives everything in a last resort attack.

Me First

POWER *

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Same as copied move +1
ADDED EFFECT : Priority. The User copies and uses the Move the target was intending to use. It must be a damaging Move.



The user anticipates the next attack so it can hit the target with an astounding speed.

Mean Look

POWER –

TYPE: Normal
ACCURACY: Tough + Intimidate
DAMAGE POOL: -
ADDED EFFECT: Blocks.

The Pokémon gives a menacing look that freezes the foe on the spot with intense fear.

Mega Kick

POWER 5

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 5
ADDED EFFECT: -

Accuracy 2

The Pokémon throws a mega powered kick to the foe's face.

Mega Punch

POWER 3

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: -

Accuracy 1

The Pokémon throws a mega potent hook towards the foe's face.

Metronome

POWER *

TYPE: Normal
ACCURACY: Dexterity + Perform.
DAMAGE POOL: Special + *
ADDED EFFECT: Roll a die to determine this Move's Power. The appearance and Type of this Move are decided by the Storyteller.

The Pokémon waves its hands with rhythm. The energy around follows the cadence and manifests with an impressive attack

Milk Drink

POWER –

TYPE: Normal
ACCURACY: Vitality + Nature
DAMAGE POOL: -
ADDED EFFECT: Basic Heal. If successful, spend 1 Will point to activate.

The Pokémon drinks a glass of its own milk, the rich taste and nutrients revitalize it.

Mimic

POWER –

TYPE: Normal
ACCURACY: Clever + Perform
DAMAGE POOL: -
ADDED EFFECT: Copies the last move the target used until the end of the scene, That move replaces Mimic.

Making use of its acting talents, the Pokémon imitates what the target just did.

Mind Reader

POWER –

TYPE: Normal
ACCURACY: Insight + Channel
DAMAGE POOL: -
ADDED EFFECT: This Pokémon gets 2 automatic successes on the next Accuracy Roll or Evasion Roll against the target.

The user reads the foe's mind. It knows exactly what to do next.

Minimize

POWER

TYPE: Normal
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: The User can now make up to 5 Evasions per Round.

The Pokémon compacts its body, appearing smaller than its normal size.

Morning Sun

POWER –

TYPE: Normal
ACCURACY: Vitality + Nature
DAMAGE POOL: -
ADDED EFFECT: Basic Heal. If successful, spend 1 Will point to activate. If Sunny Weather is on effect, this Move becomes a Complete Heal. If Rain/Sandstorm Weather is in effect, or it's night, or you are indoors/underground this Move only heals 1 HP.

The sun shines brightly on the Pokémon and makes it feel rejuvenated like early in the morning.

Multi-Attack

POWER 3

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: This Move's type will always match the User's first Type.

A weird-looking Pokémon charged against its foes, the same attack released different kinds of energy depending on the disk it was holding.

Natural Gift

POWER 3

TYPE: Normal
ACCURACY: Dexterity + Channel
DAMAGE POOL: Strength + 3
ADDED EFFECT: User loses its held berry. Ranged. See Natural Gift on p.432 for more info.

The user throws its berry at the foe, the results can be quite surprising.

Pay Day

POWER 2

TYPE: Normal
ACCURACY: Dexterity+ Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Ranged. At the end of the battle give Money to the Trainer Equal to its Rank:
Starter/Beginner - $20.00
Amateur - $50.00
Ace - $75.00
Pro - $100.00

This move grants good fortune, making it more likely to get more money after each battle.

Nature Power

POWER 3

TYPE: Normal
ACCURACY: Special + Nature
DAMAGE POOL: Special + 3
ADDED EFFECT: The type of this move is determined by the environment. See Nature Power P. 432 for more info.

The Pokémons makes use of the terrain and asks the nature for aid in battle.

Perish Song

POWER –

TYPE: Normal
ACCURACY: Beauty + Perform
DAMAGE POOL: -
ADDED EFFECT: After three rounds, if any Pokémon who heard the song is not removed from battle, it will receive its remaining HP as damage. Sound Based.

A song of mourning and despair that resonates on the minds of anyone who listens. Makes you feel like you are on your death bed.

Noble Roar

POWER –

TYPE: Normal
ACCURACY: Tough + Intimidate
DAMAGE POOL: -
ADDED EFFECT: Reduce the foe's Strength and Special.

Strength 1 Special 1

The Pokémon makes a roar that commands respect and authority over anyone listening.

Play Nice

POWER –

TYPE: Normal
ACCURACY: Cute + Allure
DAMAGE POOL: -
ADDED EFFECT: Reduce the foe's Strength.

Strength 1

The user starts playing with the foe in a friendly way. This makes the foe reconsider its aggressive demeanor.

Odor Sleuth

POWER –

TYPE: Normal
ACCURACY: Insight + Alert
DAMAGE POOL: -
ADDED EFFECT: The Foe cannot Evade Moves performed by the User.
User Ignores Ghost-Type immunity to Normal-Type Moves and vice versa.
Out of battle, Add successes of this Move to any rolls for Tracking targets.

The Pokémon uses its keen smell to detect the foe.

Pound

POWER 2

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: -

A decent hit to smash the foes.

Pain Split

POWER –

TYPE: Normal
ACCURACY: Will + Channel
DAMAGE POOL: -
ADDED EFFECT: The user gives its Pain Penalizations to the foe. User ignores Pain Penalization effects on itself. Foe cannot ignore them with Will, but can still ignore its own Pain Penalizations.
HP on both remains the same.

The user shares its pain with the foe. After a short while it becomes excruciating for the target.

Present

POWER *

TYPE: Normal
ACCURACY: Cute + Allure
DAMAGE POOL: -
ADDED EFFECT: Roll dice with a 50-50 chance of dealing 2 set damage to the target or recovering 2 HP to the target.

Accuracy 1

The user approaches its foe and gives it a lovely present that may be nice or may be a prank.

Protect

POWER –

TYPE: Normal
ACCURACY: Will + Channel
DAMAGE POOL: -
ADDED EFFECT: Priority. Shield Move. Reduce 3 Damage This Pokémon would receive from a Damaging Move. Negate the effects of Support Moves that target the user. Reduce to zero the set damage from a Move the user would take.



The user creates an energy shield to deflect a blow. Some Pokémon may even perform an amazing parry to block the incoming attack.

Razor Wind

POWER 3

TYPE: Normal
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: High Critical. All Foes in Range. Charge.



A sharp wind current is unleashed against anyone standing against this Pokémon.

Psych Up

POWER –

TYPE: Normal
ACCURACY: Insight + Channel
DAMAGE POOL: -
ADDED EFFECT: Copy the Target's Attribute and Trait Modifiers and keep them until the end of the scene.



The Pokémon mentalizes itself stronger than anyone. They feel good. They can win. They. Can. Do. This.

Recover

POWER –

TYPE: Normal
ACCURACY: Special + Nature
DAMAGE POOL: -
ADDED EFFECT: Basic Heal. If successful, spend 1 Will point to activate.

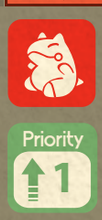


The Pokémon concentrates on restoring its own cells faster than anything imaginable.

Quick Attack

POWER 2

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Priority. Double the Pokémon's movement speed.



An attack as fast as lightning.

Recycle

POWER –

TYPE: Normal
ACCURACY: Vitality + Nature
DAMAGE POOL: -
ADDED EFFECT: The Pokémon reuses an Item that has already been spent. (Berries etc.) An Item may not be recycled more than 5 times.



One Pokémon's trash is another one's treasure.

Rage

POWER 1

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: If the user receives Damage after using this Move, Increase user Strength. This Effect can stack up to 3 times.



The user gets angry and throws a tantrum at the foe. If the attacker keeps on fighting, it will make the user rage even harder.

Reflect Type

POWER –

TYPE: Normal
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: The Pokémon is now the same type of one of its foes. Lasts for a Scene or until this move is used again.

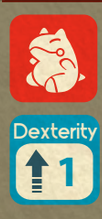


The Pokémon appears to change its own physiology. This effect changes the Type of the user to match another Pokémon in sight.

Rapid Spin

POWER 2

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Remove Entry Hazards (Spikes, Stealth Rock, etc.) and Leech seed from the user's side of the field. Increase user's Dexterity,



The Pokémon spins swiftly to strike the foe, anything near will be scattered around.

Refresh

POWER –

TYPE: Normal
ACCURACY: Will + Channel
DAMAGE POOL: -
ADDED EFFECT: The user cures itself from Poison, Burn or Paralysis.



The Pokémon takes a few seconds to cool down and get back in the game.

Relic Song

POWER 2

TYPE: Normal
ACCURACY: Special + Perform
DAMAGE POOL: Special + 2
ADDED EFFECT: Sound Based.
Roll 1 Die to put the foe to Sleep.
If successful, the User may choose to change its form afterwards.

Sleep 1 | All

The user sings and dances to a melody so beautiful you won't notice you were crying while listening to it.

Rock Climb

POWER 3

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Roll 2 Chance Dice to Confuse the foe. Outside of battle, it may be used to climb with ease.

Accuracy 2 | Confuse 2

The user climbs on top of the foe. This may be confusing for some Pokémon.

Retaliate

POWER 3*

TYPE: Normal
ACCURACY: Dexterity+ Brawl
DAMAGE POOL: Strength + 3*
ADDED EFFECT : If an Ally fainted in this or the previous Round, add 3 Extra Dice to the Damge pool. This effect can only be used once per Ally.

A powerful attack. It will be even stronger if the user just suffered a great loss.

Round

POWER 2*

TYPE: Normal
ACCURACY: Special + Perform
DAMAGE POOL: Special + 2*
ADDED EFFECT: If the user and an ally are able to use Round. Both may choose to do it at the same time. If they do, add 3 Extra Dice to the Damage Pool of both Pokémon.

The user attacks the foe with a song, if a teammate joins the song the attack will be stronger.

Return

POWER *

TYPE: Normal
ACCURACY: Dexterity+ Brawl
DAMAGE POOL: Strength + *
ADDED EFFECT : Add 1 Extra Die to the Damage pool of this Move for every point of Happiness on the user.

If the Pokémon is treated with care and love, it will return that affection by giving all it's got in battle.

Safeguard

POWER –

TYPE: Normal
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: For the next 4 Rounds User an Allies are immune to Status Ailments (Paralysis, Burn, Poison, Freeze, Sleep). Staus Ailments previously inflicted remain.

All

The Pokémon creates an energy shield that protects everyone from harm.

Revelation Dance

POWER 3

TYPE: Normal
ACCURACY: Dexterity + Perform
DAMAGE POOL: Special + 3
ADDED EFFECT: This Move's Type will change to match the User's first Type.

The Pokémon performs a dance, the dance's energy influences the Type of this Move.

Scary Face

POWER –

TYPE: Normal
ACCURACY: Tough + Intimidate
DAMAGE POOL: -
ADDED EFFECT: Reduce the foe's Dexterity.

Dexterity 2

By making a frightening face, the Pokémon makes others think twice about coming near.

Roar

POWER –

TYPE: Normal
ACCURACY: Tough + Intimidate
DAMAGE POOL: -
ADDED EFFECT : Low Priority. In the wild the battle ends, in an official fight, the Pokémon switches out, if its the last or only Pokémon the move fails.
Switcher Move.

Priority 6

A mighty roar that scares the foe.

Scratch

POWER 2

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: -

The Pokémon uses its sharp claws to scratch the enemy.

Screech

POWER –

TYPE: Normal
ACCURACY: Tough + Perform
DAMAGE POOL: -
ADDED EFFECT: Reduce the foe's Defense. Sound Based.



The user disrupts the fighting stance of its foe by sending a sharp sound to the foe's ears.

Simple Beam

POWER –

TYPE: Normal
ACCURACY: Insight + Empathy
DAMAGE POOL: -
ADDED EFFECT: Target Pokémon ability is now "Simple".

The Pokémon sends a small psychic wave to its target, giving it a simpler point of view about the world.

Secret Power

POWER 3

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Inflicts abnormal effects. See Secret Power P. 432 or more info.

This move absorbs the energy around the user. It may unleash that power in unexpected ways.

Sing

POWER –

TYPE: Normal
ACCURACY: Cute + Perform
DAMAGE POOL: -
ADDED EFFECT: Inflict Sleep on the target. Sound Based.



With a charming song, the user lulls its foe to sleep.

Self Destruct

POWER 8

TYPE: Normal
ACCURACY: Strength + Brawl
DAMAGE POOL: Strength + 8
ADDED EFFECT: After performing this move,the user receives damage equal to its remaining HP.

The Pokémon makes use of its ability to blow up parts of its own body in an impressive display of power.

Sketch

POWER –

TYPE: Normal
ACCURACY: Dexterity + Perform
DAMAGE POOL: -
ADDED EFFECT: Permanently copies a move the target used. Once Copied "Sketch" disappears.

The Pokémon draws its foe performing a move, it learns how to perform that move in the process.

Sharpen

POWER –

TYPE: Normal
ACCURACY: Dexterity + Athletic
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Strength.



The user cuts down the rough edges of its body to make it as sharp as a razor.

Skull Bash

POWER 5

TYPE: Normal
ACCURACY: Strength + Brawl
DAMAGE POOL: Strength + 5
ADDED EFFECT: Increase the User's Defense. Charge.

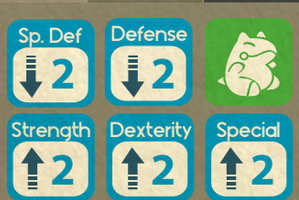


The Pokémon withdraws to its shell then charges against the foe.

Shell Smash

POWER –

TYPE: Normal
ACCURACY: Strength + Brawl
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Strength, Special, Dexterity. Reduce the User's Defense and Special Defense.



By breaking its own shell, the user sacrifices defense in exchange of being free to fight with all its power.

Slack Off

POWER –

TYPE: Normal
ACCURACY: Vitality + Nature
DAMAGE POOL: -
ADDED EFFECT: Basic Heal. If successful, spend 1 Will point to activate.

The Pokémon gets lazy and loafs around instead of fighting. This makes up for a short rest.

Slam

POWER 3

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: -

Accuracy 2

The user slams the foe with its tail, vines, etc. to deal a decent amount of damage.

Snore

POWER 2

TYPE: Normal
ACCURACY: Special + Perform
DAMAGE POOL: Special + 2
ADDED EFFECT: This move can only be used if the user is asleep.
Roll 3 Chance Dice to Flinche the foe.

Flinch 3

After falling asleep the user lets out a powerful snore, disrupting any focus the foe had.

Slash

POWER 3

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: High Critical. Lethal.

Using parts of its body as a blade the Pokémon pierces and tears the foe with a vicious force.

Soft Boiled

POWER –

TYPE: Normal
ACCURACY: Insight + Nature
DAMAGE POOL: -
ADDED EFFECT: Basic Heal. If successful, spend 1 Will point to activate.

The user boils a freshly layed egg and restores Health with the energy stored within.

Sleep Talk

POWER *

TYPE: Normal
ACCURACY: Varies
DAMAGE POOL: Varies
ADDED EFFECT: While this Pokémon is asleep, it may use one of its Moves at random.

After falling asleep, the Pokémon is still dreaming about the fight.

Sonic Boom

POWER *

TYPE: Normal
ACCURACY: Dexterity + Channel
DAMAGE POOL: Set Damage.
ADDED EFFECT: This Moves always inflicts 1 damage.

Damage 1

The Pokémon attacks with a small destructive shock that can go through armor, thick hide or walls to deal some damage.

Smelling Salts

POWER 3*

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3*
ADDED EFFECT: If the foe is Paralyzed, add 2 Extra Dice to the Damage pool of this Move. After dealing damage, cure foe's Paraysis.

The Pokémon throws some volatile salts onto the foe's face, a paralyzed Pokémon will get a strong smell.

Spike Cannon

POWER 1

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Ranged. Successive Actions.

The Pokémon shoots a wave of pointy projectiles at the foe.

Smokescreen

POWER –

TYPE: Normal
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: The Foe gets 1 success reduced from all its Accuracy Rolls.

Accuracy 1

The user covers its foe with a cloud of smoke.
Some Pokémon hide inside this screen while others use it as cover to escape.

Spit Up

POWER 4

TYPE: Normal
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 4
ADDED EFFECT: Must have used the move "Stockpile" prior to this move, otherwise it will fail. Lose all Stockpile modifiers.

After storing power, the Pokémon spits that energy at the foe. The user returns to its original size.

Splash

POWER –

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: -
ADDED EFFECT: -

The user just flops splashing some water, this has no effect at all...

Stuff Cheeks

POWER –

TYPE: Normal
ACCURACY: Clever + Nature
DAMAGE POOL: -
ADDED EFFECT: User eats its held Berry and gains its effects, afterwards, Increase user's Defense.

Defense 2

The Pokémon munches its berry but it keeps part of it on its cheeks. Looks adorable but it is actually a survival tactic to survive harsh winters.

Spotlight

POWER –

TYPE: Normal
ACCURACY: Cool + Perform
DAMAGE POOL: -
ADDED EFFECT: Priority. Foes will target One Ally this turn.

1

Priority 3

The user points a focused light onto one of its allies as if it were on a stage, the ally can't help but catch everyone's attention into itself.

Substitute

POWER –

TYPE: Normal
ACCURACY: Dexterity + Stealth
DAMAGE POOL: -
ADDED EFFECT: Deal 2 Damage to the user and put a decoy with 2 HP with the same Defenses as the user. If the decoy's HP is depleted, it disappears and the user comes back into the fight. Decoy can only be affected by damaging moves.

The Pokémon dissapears in a poof of smoke. When the smoke vanishes, an object identical to the user remains in its place to shield it from harm. It looks amazingly real.

Stockpile

POWER –

TYPE: Normal
ACCURACY: Insight + Nature
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Defense and Sp. Defense.

Defense 1 | Sp. Def 1

The Pokémon swells up by storing power with its mouth, this makes the user a little more resistant to damage.

Super Fang

POWER *

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Varies.
ADDED EFFECT: Add Dice to the Damage Pool of this Move equal to Half of the foe's remaining HP. Up to 10 Dice may be added this way. Ignore the foe's Defenses.

Accuracy 1

The Pokémon jumps at the foe to crush it with an awful bite.

Stomp

POWER 2

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Roll 3 Chance Dice to Flinch the foe.

Flinch 3

The Pokémon steps and stomps the foe, the weight may leave the target squashed on the floor.

Supersonic

POWER –

TYPE: Normal
ACCURACY: Tough + Channel
DAMAGE POOL: -
ADDED EFFECT: Confuse the foe.

Accuracy 3 | Confuse

The Pokémon emits a series of ultrasonic waves that make the foe dizzy and disoriented.

Strength

POWER 3

TYPE: Normal
ACCURACY: Strength + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Outside of battle, using this move allows the Pokémon to lift double the normal weight it should be able to.

The Pokémon strains its muscles to go beyond their own limits.

Swagger

POWER –

TYPE: Normal
ACCURACY: Tough + Intimidate
DAMAGE POOL: -
ADDED EFFECT: Increase the foe's Strength. Inflicts Confusion.

Strength 2 | Confuse

The Pokémon enrages the foe with its arrogant demeanor, making it lose focus in battle.

Swallow

POWER –

TYPE: Normal
ACCURACY: Vitality + Nature
DAMAGE POOL: -
ADDED EFFECT: Must have previously used the Move "Stockpile". If successful, spend 1 Will point to activate. Heal up to 2 Damage from the User. Loses the effects of "Stockpile" The Pokémon must rest an hour before using this Move again.



The Pokémon swallows the energy she was storing to restore some damage, it recovers its normal size afterwards.

Sweet Scent

POWER –

TYPE: Normal
ACCURACY: Special + Nature
DAMAGE POOL: -
ADDED EFFECT: All Foes in Range.
Those Affected cannot Evade Moves performed by the user.
Outside of Battle, it will attract wild Pokémon.



The Pokémon releases an aroma that its enemies will love.

Swift

POWER 2

TYPE: Normal
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Never Fail.



The user shoots a star shaped light beam that hits the target at blinding speed.

Swords Dance

POWER –

TYPE: Normal
ACCURACY: Dexterity + Perform
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Strength.



The Pokémon makes a dance that raises its battle spirit.

Tackle

POWER 2

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: -

A basic attack that consist on charging at an enemy.

Tail Slap

POWER 1

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Successive Actions.



The Pokémon slaps the foe's face with its strong tail.

Tail Whip

POWER –

TYPE: Normal
ACCURACY: Cute + Perform
DAMAGE POOL: -
ADDED EFFECT: Reduce the foe's Defense.



The Pokémon moves its tail in such a cute way that the foe will easily let its guard down.

Take Down

POWER 3

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Recoil.



The Pokémon recklessly grapples the foe to smash it on the ground.

Tearful Look

POWER –

TYPE: Normal
ACCURACY: Cute + Allure
DAMAGE POOL: -
ADDED EFFECT: Reduce Foe's Strength and Special.



The Pokémon's eyes start watering as if it were about to cry, it's foe is moved by the tears and loses its will to fight.

Teatime

POWER –

TYPE: Normal
ACCURACY: Insight + Etiquette
DAMAGE POOL: -
ADDED EFFECT: Area.
Those Affected will eat their held berries without gaining their effects.
Outside of battle will difuse violent intentions for a few minutes.

The Pokémon gathers everyone for a cup of delicious tea, not eating a snack along with it would be a waste.

Techno Blast

POWER 5

TYPE: Normal
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 5
ADDED EFFECT: Lethal.
If Genesect is performing this Move, this Move's type may change to: Fire, Ice, Water, or Electric depending on the Driver it has as Held Item.

A laser briefly beams away from the Pokémon, whatever it hits explodes a second later. This move can be modified with the right programing of a computer.

Tri Attack

POWER 3

TYPE: Normal
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: Roll 2 Chance Dice to Paralyze the foe. Roll 2 Chance Dice to Burn the foe. Roll 2 Chance Dice to Freeze the Foe.

Burn 1 2
Frozen 2
Paralysis 2

The user shoots three beams. Each one is charged with a different kind of energy.

Teeter Dance

POWER –

TYPE: Normal
ACCURACY: Dexterity + Perform
DAMAGE POOL: -
ADDED EFFECT: Area Move. Inflict Confusion on those affected.

Confuse

The user starts dancing around with woobly movements. Friends and foes will get dizzy by trying to follow it.

Trump Card

POWER 2*

TYPE: Normal
ACCURACY: Will + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: If the user's Will points are at half or less, add 1 Extra Dice to the Damage pool. If its Will points are depleted, add 8 Extra Dice to the Damage pool of this Move.

The more exhausted the user is, the stronger this attack will become. When the Pokémon is at the last of its strength this move can be devastating.

Thrash

POWER 5

TYPE: Normal
ACCURACY: Strength + Brawl
DAMAGE POOL: Strength + 5
ADDED EFFECT : Target Random Foe.
Rampage.

???

The Pokémon rampages and starts to attack and destroy everything on its path.

Uproar

POWER 3

TYPE: Normal
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: Target Random foe.
Everyone on the field is immune to Sleep until the end of the Round.
If someone had the Sleep Status, heal it.

???

The Pokémon shouts and screams and squeaks so hard the noise really hurts the ears. Nodbody could get a full night of sleep with all that ruckus.

Tickle

POWER –

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: -
ADDED EFFECT: Reduce the foe's Strength and Defense.

Strength 1
Defense 1

The Pokémon tickles the foe. The laughter really disturbs the foe's fighting stance.

Veevee Volley

POWER *

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + *
ADDED EFFECT: Add 1 Die to the Damage Roll for every point of Happiness on the User. If the user of this Move is at its Final Stage of Evolution, this move fails.

Long sessions playing Volley ball with your Pokémon make it very happy. During battle, it just replaces the ball with its foe.

Transform

POWER –

TYPE: Normal
ACCURACY: Will + Channel
DAMAGE POOL: -
ADDED EFFECT: The user transforms into a copy of its target with same Ability, Atributes, Trait Modifiers and Moves.
Being inside a Pokéball breaks the Transformation.

The user modifies its own DNA structure to become an identical clone of any Pokémon or object it can see.

Vice Grip

POWER 2

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: -

The Pokémon traps the foe with its pincers or jaws and applies pressure that will leave a nasty bruise.

Weather Ball

POWER 2*

TYPE: Normal
ACCURACY: Dexterity + Nature
DAMAGE POOL: Specia + 2*
ADDED EFFECT: If there is a weather condition on the field, add 2 Extra Dice to the Damage Pool. This Move's type will change according to the Weather. Sun/Fire, Rain/Water, Hail/Ice, Sand/Rock, Wind/Flying.

The user creates a ball of energy that will use the climate around it to grow in size and power.

Whirlwind

POWER –

TYPE: Normal
ACCURACY: Dexterity + Nature
DAMAGE POOL: -
ADDED EFFECT: Low Priority. In the wild the battle ends. In an official fight, the Pokémon switches out. If it's the last or only Pokémon the move fails.
Switcher Move.

Priority 6

The Pokémon creates a powerful wind current that swirls the enemy around and sends it flying away.

Wish

POWER –

TYPE: Normal
ACCURACY: Will + Channel
DAMAGE POOL: -
ADDED EFFECT: Basic Heal. If successful, spend 1 Will point to activate. This Move has its effect at the beginning of the Next Round.

The Pokémon makes a wish with all its might and somehow it becomes true.

Work Up

POWER –

TYPE: Normal
ACCURACY: Strength + Athletics
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Strength and Special.

Strength 1 Special 1

The Pokémon excercises with vigor to be physically and mentally prepared for battle.

Wrap

POWER 1

TYPE: Normal
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Blocks. Roll 2 Dice of Damage against the foe at the end of each Round. Lasts 4 Rounds.

Accuracy 1

The Pokémon traps its foe with its body or vines, causing some damage.

Wring Out

POWER 5*

TYPE: Normal
ACCURACY: Strength + Brawl
DAMAGE POOL: Strength + 5*
ADDED EFFECT: Remove 1 Dice from the Damage Pool for every missing HP on the target. Up to 4 Dice may be removed this way.

The Pokémon literally squeezes the life out of its target, as life is fading, squeezing will be harder.

Yawn

POWER –

TYPE: Normal
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: If the foe is not removed from battle at the beginning of the next Round, it will fall asleep.

Sleep

The user lets out an infectious yawn that will make anyone drowzy enough to fall asleep pretty soon.

Poison

Super Effective against:

Fairy Grass

It's Not Very Effective against:

Ghost Ground Poison Rock

No effect against:

Steel

Poison Types specialize in contamination and inflicting illness with their attacks. These Pokémon are extremely dangerous in the wild and are the main reason why you can find Pokémon Centers in the middle of the woods or far away from the roads.
They are able to repel Pokémon, poison rivers or destroy an environment in a matter of days. You may be able to defeat the Pokémon, but will you defeat the poison?

Acid

POWER 2

TYPE: Poison
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Target all foes in Range. Roll 1 Chance Dice to Reduce Sp. Defense to those affected.

All

1

Sp. Def 1

The Pokémon showers its foes with a corrosive acid, the burning sensation may leave an opening for other attacks.

Acid Armor

POWER –

TYPE: Poison
ACCURACY: Special + Nature
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Defense.

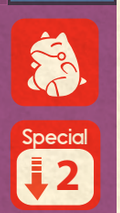


A liquid acid substance seeps through this Pokémon's body turning it into a liquid-like state. The acid deters foes from touching this Pokémon at full force.

Acid Spray

POWER 2

TYPE: Poison
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Reduce the foe's Special.



The user spits a corrosive substance, the burning sensation doesn't allow it to focus on attacking.

Baneful Bunker

POWER –

TYPE: Poison
ACCURACY: Vitality + Nature
DAMAGE POOL: -
ADDED EFFECT: Priority. Shield. If the foe attacked using a Physical Move, it is now Poisoned. Reduce 3 Dice from the Foe's Damage Pool.



The user encloses itself inside its sturdy shell, which is covered by poisonous barbs, if a barb pinches the foe's skin the wound will start to fester.

Belch

POWER 5

TYPE: Poison
ACCURACY: Special + Channel
DAMAGE POOL: Special + 5
ADDED EFFECT: The user must eat something before using this Move.



The user lets out a horrible belch on the target. The air contains toxins that deal a terrible damage.

Clear Smog

POWER 2

TYPE: Poison
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Never Fails. Reset all Increased or Reduced Attributes on the Foe.



The user sucks all gases to clear away all impurities. The target is left feeling hurt, but light headed.

Coil

POWER –

TYPE: Poison
ACCURACY: Tough + Intimidate
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Strength, Defense and Accuracy.

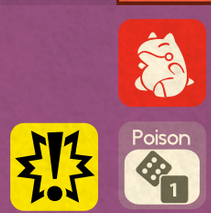


The Pokémon curls up its body. In a calm but menacing position it prepares to deliver its strike.

Cross Poison

POWER 3

TYPE: Poison
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: High Critical. Roll 1 Chance Dice to Poison the foe.



The Pokémon drenches poison into its pincers to slash the enemy in a brutal way.

Gastro Acid

POWER –

TYPE: Poison
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: Negate any effect the foe's Ability would have. This effect lasts until the end of the scene.

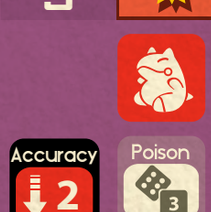


The user spits some of its own gastric juices, the acid prevents the foe from using its special abilities.

Gunk Shot

POWER 5

TYPE: Poison
ACCURACY: Strength + Brawl
DAMAGE POOL: Strength + 5
ADDED EFFECT: Ranged. Roll 3 Chance Dice to Poison the Foe.

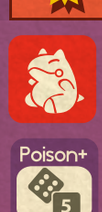


The Pokémon shoots a stream of corrosive sludge made with the most toxic substances it can produce. Just inhaling the scent can make you feel very sick.

Poison Fang

POWER 2

TYPE: Poison
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Roll 5 Chance Dice to Badly Poison the Foe.



The Pokémon bites the foe and injects its poison directly through its fangs. After that it just waits for the poison to slowly take care of its foe.

Poison Gas

POWER –

TYPE: Poison
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: Target all foes in Range. Poison those affected.





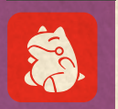


The Pokémon releases a big cloud of toxic gas, anyone who takes a breath, will start coughing violently. They should seek a doctor immediately.

Purify

POWER –

TYPE: Poison
ACCURACY: Special + Nature
DAMAGE POOL: -
ADDED EFFECT: Heal a Target's Status Ailment, if you do the user may heal 1 HP.







The Pokémon is covered by a gelatinous goo that can be used to treat several ailments, the Pokémon also uses it as a source of nourishment.

Poison Jab

POWER 3

TYPE: Poison
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Roll 3 Chance Dice to Poison the Foe.





The Pokémon stabs its foe with a sting or tentacle drenched with venom.

Sludge

POWER 2

TYPE: Poison
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Roll 3 Chance Dice to Poison the Foe.





The foe is covered with a disgusting sludge, the fumes and toxins on it can make anyone feel sick.

Poison Powder

POWER –

TYPE: Poison
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: Poison the Foe.







The user scatters a small cloud of venomous dust that immediately causes coughing and fever.

Sludge Bomb

POWER 3

TYPE: Poison
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: Roll 3 Chance Dice to Poison the Foe.





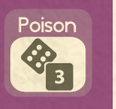
The user hurls a ball of toxic sludge that explodes on contact and covers the target.

Poison Sting

POWER 1

TYPE: Poison
ACCURACY: Dexterity + Channel
DAMAGE POOL: Strength + 1
ADDED EFFECT: Ranged. Roll 3 Chance Dice to Poison the Target.





The user shoots a small sting that injects venom into the foe.

Sludge Wave

POWER 3

TYPE: Poison
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: Area Attack. Roll 1 Chance Dice to Poison those affected.





The Pokémon creates a large wave of watery ooze that soaks everything around. The smell is really unpleasant.

Poison Tail

POWER 2

TYPE: Poison
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: High Critical. Roll 1 Chance Dice to Poison the Foe.







The tail of this Pokémon is sharp like a blade, it attacks with slashing movements and may release some poison through it.

Smog

POWER 1

TYPE: Poison
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 1
ADDED EFFECT: Roll 4 Chance Dice to Poison the Foe.







The target is attacked with a discharge of filthy gases.

Toxic

POWER –

TYPE: Poison
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: Badly Poison the Foe.

Accuracy 1 | Poison+

With a disgusting diet and training, the user learns how to turn its fluids into a deadly toxin.

Toxic Spikes

POWER –

TYPE: Poison
ACCURACY: Dexterity + Stealth
DAMAGE POOL: -
ADDED EFFECT: Entry Hazard. Pokémon who enter the battle from the foe's side of the field become Poisoned. Roll 1 Chance Dice for them to become Badly Poisoned instead.

Poison+ 1 | Poison

The user lays a trap of scattered poison spikes that attach to the opponent's feet leaving them with a bad case of fever.

Toxic Thread

POWER –

TYPE: Poison
ACCURACY: Dexterity + Channel
DAMAGE POOL: -
ADDED EFFECT: Reduce Foe's Dexterity. Poison the Foe.

Dexterity 1 | Poison

The user shoots a sticky thread that entangles around the foe, the thread is also laced with a potent toxin that will poison the foe on contact.

Venom Drench

POWER –

TYPE: Poison
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: Target all Foes in Range. If an affected foe is poisoned or becomes poisoned in the same Round you used this Move, Reduce its Strength, Special and Dexterity.

Strength 1 | All | Special 1 | Dexterity 1

Foes are drenched in an odd poisonous liquid that targets their weakened immune systems.

Venoshock

POWER 2*

TYPE: Poison
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: If the Foe is already poisoned, add 2 Extra Dice to the Damage Pool.

The Pokémon shoots a special kind of toxin that reacts violently if the foe is already weakened with poison.

Psychic

Super Effective against:

Fight | Poison

It's Not Very Effective against:

Psychic | Steel

No effect against:

Dark

Psychic Types are smart creatures. Some rare species may posses a human-like intelligence. Despite that, these Pokémon are very misunderstood. They shape the world using their minds to control matter, energy and the thoughts of the living. Due to their powerful minds, they rarely obey orders from humans.
Psychic Moves gaze into the future, strike with psychic waves, confuse the foes and trick the weak of mind.

Agility

POWER –

TYPE: Psychic
ACCURACY: Dexterity + Athletic
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Dexterity.

Dexterity 2

The user relaxes and lightens its body to move faster.

Ally Switch

POWER –

TYPE: Psychic
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: User switches back. Choose another Pokémon to take its place. It will be ready to fight on the next Round. Switcher Move.

1

The user teleports, switching its place with someone.

Amnesia

POWER –

TYPE: Psychic
ACCURACY: Insight + Alert
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Sp. Defense.

Sp. Def 2

As a fine example of mind over matter, the user temporarily empties its mind to make it more resilient.

Barrier

POWER –

TYPE: Psychic
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Defense.

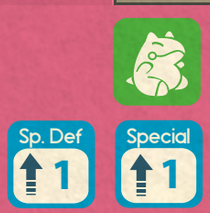


The user casts a protective field around itself.

Calm Mind

POWER –

TYPE: Psychic
ACCURACY: Insight + Channel
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Special and Sp. Defense.

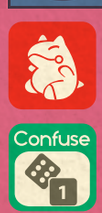


The user quietly calms its spirit to strengthen its mind and body.

Confusion

POWER 2

TYPE: Psychic
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Roll 1 Chance Dice to Confuse the foe.

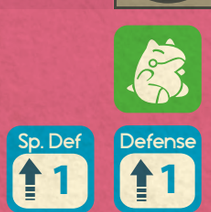


The target's mind is hit by a weak psychic force that leaves them wondering if they were hit by an invisible enemy. Sometimes the foe is left seeing things that aren't really there.

Cosmic Power

POWER –

TYPE: Psychic
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Defense and Sp. Defense.



The user absorbs power from space. This Pokemon glows faintly with energy afterwards.

Dream Eater

POWER 4

TYPE: Psychic
ACCURACY: Special + Channel
DAMAGE POOL: Special + 4
ADDED EFFECT: The user restores HP equal to half the damage dealt, rounded down. The target must be asleep, this move will fail otherwise.

The user eats the dreams of a sleeping target. When the foe wakes up, it will feel weak and empty.

Extrasensory

POWER 3

TYPE: Psychic
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: Roll 1 Chance Dice to Flinch the foe.



The user attacks with an odd, almost invisible power.

Future Sight

POWER 5

TYPE: Psychic
ACCURACY: Insight + Channel
DAMAGE POOL: Special + 5
ADDED EFFECT: Strikes at the end of the next Round. It bypasses any Shield Move and cover. If the target retires or switches out from battle, the damage will be dealt to the next opponent or to one of its allies.

The Pokémon foresees something terrible happening to the target. It may see images from its own future without any risk.

Glitzy Glow

POWER 3

TYPE: Psychic
ACCURACY: Special + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: If successful, for the next 4 Rounds the User and Allies will receive 1 less damage from Special Attacks. This effect does not stack. If the user of this Move is at its Final Stage of Evolution, this move fails.

The user surrounds itself with a glamorous light, releasing it as a psychic blast, the soft glowing particles remain in the field protecting its fabulousness.

Gravity

POWER –

TYPE: Psychic
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: Flying and Levitating Pokémon can be hit by Ground Type Moves. Lasts 4 Rounds.

The gravity is intensified, bringing everyone to their knees. Flying Pokémon are slammed to the ground.

Guard Split

POWER –

TYPE: Psychic
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: Average your Defense and Sp. Defense with your target.

The user employs its psychic power to average its resilience with the foe. They both feel like they're equals in terms of toughness.

Guard Swap

POWER –

TYPE: Psychic
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: Switch your Defense and Sp. Defense with your foe.

The Pokémon employs its psychic power to make the opponent feel like its got your frailty and make the user feel like it got the target's resilience.

Heart Swap

POWER –

TYPE: Psychic
ACCURACY: Insight + Allure
DAMAGE POOL: -
ADDED EFFECT: Switch any Trait Increase/Decrease with the target.

The user and the target swap their feelings of power and weakess, insecurity and courage, love and hate. Boosts are also swapped.

Heal Block

POWER –

TYPE: Psychic
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: No one can regain any lost HP. Lasts 4 Rounds.

The user forces everyone's wounds to stay open by using its immense psychic power.

Hyperspace Hole

POWER 3

TYPE: Psychic
ACCURACY: Insight + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: Ignore Defenses. Never Miss. This Move Bypasses the effects of any Shield Move effect on the foe.

The user knows the laws of physics bind it from being in many places at once and forbid it from occupying the same space as other bodies. It just disregards their authority.

Heal Pulse

POWER –

TYPE: Psychic
ACCURACY: Will + Channel
DAMAGE POOL: -
ADDED EFFECT: One Ally. Basic Heal. If successful, spend 1 Will point to activate.

The user emits a pulse of energy that heals the wounds of its allies.

Hypnosis

POWER –

TYPE: Psychic
ACCURACY: Insight + Allure
DAMAGE POOL: -
ADDED EFFECT: Put the target to sleep. Dark-Type Pokémon are affected by this move.

Employ an hypnotic suggestion to make the target feel drowsy and fall into a deep slumber. Works better on a target that is not in danger.

Healing Wish

POWER –

TYPE: Psychic
ACCURACY: Will + Channel
DAMAGE POOL:
ADDED EFFECT: The User faints. One Ally is completely healed from all damage and status ailments.

The power of ultimate love and sacrifice. The user wishes to completely heal all injuries, diseases and ailments to save someone's life at the cost of one's own health.

Imprison

POWER –

TYPE: Psychic
ACCURACY: Clever + Channel
DAMAGE POOL: -
ADDED EFFECT: The foe cannot use any Moves known by the User. Lasts for a day.

This move blocks specific parts of the memory the user is well aware of. Be it moves, techniques, names, places, people or situations. The target won't be able to recall those memories.

Heart Stamp

POWER 2

TYPE: Psychic
ACCURACY: Insight + Allure
DAMAGE POOL: Strength +2
ADDED EFFECT: Roll 3 Chance Dice to Flinch the foe.

This move controls the emotions of the target, making it feel loved and safe. The user may strike immediately.

Instruct

POWER –

TYPE: Psychic
ACCURACY: Clever + Perform
DAMAGE POOL: -
ADDED EFFECT: Selected Target repeats their last move used this Round, taking the successes on the Accuracy Roll of "Instruct" as if they were for their move. Target must have previously used a successful move during the Round, otherwise "Instruct" will fail.

The Pokémon sends a psychic command to one of its allies or foes to enable them to repeat their last action.

Kinesis

POWER –

TYPE: Psychic
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: The Foe gets 1 success reduced from all its Accuracy Rolls.



A basic psychic power to exert force on objects. You can touch, move, press and affect simple objects to create distractions

Light Screen

POWER –

TYPE: Psychic
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: User and Allies will receive 1 less Damage from Special Attacks. Lasts 4 Rounds.



The user manifests its mental power on the world, creating walls and floors of light that help prevent the passing of energies.

Lunar Dance

POWER –

TYPE: Psychic
ACCURACY: Insight + Perform
DAMAGE POOL: -
ADDED EFFECT: The user Faints. One fallen Ally regains conciousness, has its HP fully restored and all Status Ailments healed. If the Ally was not in-battle, it is called out and ready to fight.



The moon shines at the darkest hours, reflecting the sun's lifebringer light on those who fell into the night, taking pity on their lost souls.

Luster Purge

POWER 2

TYPE: Psychic
ACCURACY: Special + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Roll 5 Chance Dice to Reduce the foe's Sp. Defense. This Effect can be repeated up to 3 times per Target.



The user engulfs itself in a blinding light and shoots a beam at its foe, this light leaves the foe powerless to resist against anyone.

Magic Coat

POWER –

TYPE: Psychic
ACCURACY: Special + Channel
DAMAGE POOL: Varies
ADDED EFFECT: Priority. Redirect the effects of a Support Move that would affect the user or its side of the battle field towards the foe's. (IE. The foe used Stealth Rock, with Magic Coat it will now affect the foe's side instead of yours).



The user quickly creates a barrier that reflects any minor attack, status condition, or dirty trick the foe might have wanted to use.

Magic Powder

POWER –

TYPE: Psychic
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: Change the target's Type to Psychic.

The Pokémon recites an enchantment and blows a cloud of pink dust on its Target, afterward the target becomes especially good at guessing which card you got from a deck.

Magic Room

POWER –

TYPE: Psychic
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: No one can use their Held Item nor any other Item. Lasts 4 Rounds.

Inside the effects of Magic Room, technology, tools and items manually activated do not work. Automated technology will function as normal.

Meditate

POWER –

TYPE: Psychic
ACCURACY: Will + Channel
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Strength.



The Pokémon meditates to unleash a power that's been sleeping deep inside the user.

Miracle Eye

POWER –

TYPE: Psychic
ACCURACY: Insight + Alert
DAMAGE POOL: -
ADDED EFFECT: The User may hit Dark Type Pokémon with Psychic Moves. The Pokémon ignores Evasion modifiers. Opponents can't reduce the User's Accuracy.

The user's sight transcends the flesh and can look directly into the innermost mental pressence of everyone around. Hidden enemies can be detected.

Mirror Coat

POWER *

TYPE: Psychic
ACCURACY: Dexterity + Channel
DAMAGE POOL: Varies
ADDED EFFECT: This move only works if the foe just used a Special Attack. Roll the same Damage Pool as your foe's last attack and add 2 Extra Damage Dice.

The user canalizes the damage received by energies and bounce them back to their source.

Mist Ball

POWER 2

TYPE: Psychic
ACCURACY: Special + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Roll 5 Chance Dice to Reduce the foe's Special.
This Effect can be repeated up to 3 times per Target.

5 | Special 1

The user engulfs its foe with a cloud of mist, this soothing mist keeps evil intents from surfacing ino the foe's mind.

Prismatic Laser

POWER 6

TYPE: Psychic
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 6
ADDED EFFECT: Lethal. Must Recharge.

Through a prism, the user shoots a concentrated laser beam that pierces everything that comes in contact with it.
The effort leaves the user mentally exhausted.

Photon Geyser

POWER 4

TYPE: Psychic
ACCURACY: Dexterity + Channel
DAMAGE POOL: Strength/Special + 4
ADDED EFFECT: This Move's Damage Pool, can be rolled with either the Strength or Special Attribute, dealing Physical or Special Damage respectively. Choose whatever is most convenient for the user.

The Pokémon attacks with a large pillar of light that comes out from where its foe is standing, either the blazing energy or the crushing strike are enough to knock someone out.

Psybeam

POWER 2

TYPE: Psychic
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Roll 1 Chance Dice to Confuse the foe.

Confuse 1

Attack with a beam of psychic energy that hits the mind of the target.

Power Split

POWER –

TYPE: Psychic
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: Average the User's Strength and Special with the target.

The user employs its psychic power to average its capabilities with the foe. They both feel like they're equals in terms of strength.

Psychic

POWER 3

TYPE: Psychic
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: Roll 1 Chance Dice to Reduce the foe's Sp. Defense.

Sp. Def 1

The user's telekinetic force is enough to cause severe harm to their target. This telekinesis is not subtle.

Power Swap

POWER –

TYPE: Psychic
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: Switch your Strength and Special with your foe.

The Pokémon employs its psychic power to make the opponent feel like it's got your weaknesses and make the user feel like it's got the target's strength.

Psychic Fangs

POWER 3

TYPE: Psychic
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: If a Barrier is in place on the foe's side (i.e. Light Screen, Reflect) destroy it.

The Pokémon bares its fangs to bite the foe, psychic energy begins piercing before the actual fangs make contact.

Power Trick

POWER –

TYPE: Psychic
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: Switch the User's Strength with its Defense and the User's Special with its Sp. Defense.

The user's mind is tricked into thinking that strength comes from their vitality, and their vitality is their power.

Psychic Terrain

POWER –

TYPE: Psychic
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: For the next 4 Rounds, all Psychic Attacks will deal 1 Extra Dice of Damage.
No Pokémon on the ground can use moves with increased Priority.

The arena becomes radiated by psychic waves. Everyone begins to think slowly due to the buzz in their heads, making all tasks take more time.

Psycho Boost

POWER 6

TYPE: Psychic
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 6
ADDED EFFECT: Lethal. Reduce User's Special.



The pokémon releases an explosion of all of its concentrated psychic power in a devastating explosion, afterwards the user will be extremely tired.

Psywave

POWER *

TYPE: Psychic
ACCURACY: Insight + Channel
DAMAGE POOL: Varies
ADDED EFFECT: Roll Damage Dice according to the User's Rank. 1 Dice at Starter Rank; 2 Dice at Beginner Rank; 3 dice at Amateur Rank; 4 Dice at Ace Rank; 5 Dice at Professional Rank. Ignores Defense.

Releases the inner power of the mind to emanate psychic waves that hurt the target.

Psycho Cut

POWER 3

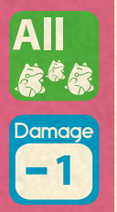
TYPE: Psychic
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: High Critical.

Create blades of psychic energy to tear down foes.

Reflect

POWER –

TYPE: Psychic
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: User and Allies will receive 1 less Damage from Physical Attacks. Lasts 4 Rounds.



The user manifests its mental power on the world, creating invisible walls and floors that prevent the passing of objects.

Psycho Shift

POWER –

TYPE: Psychic
ACCURACY: Clever + Channel
DAMAGE POOL: -
ADDED EFFECT: Transfer the User's Status Ailments to the target. The user is now cured.

With psychic suggestion, the target feels afflicted by the same status problems as the user.

Rest

POWER –

TYPE: Psychic
ACCURACY: Vitality + Nature
DAMAGE POOL: -
ADDED EFFECT: Complete Heal. If successful, spend 1 Will point to activate. The user must spend a whole Round Asleep. (From Round Start to End)



The user falls asleep. During this period the body benefits from a super accelerated healing process.

Psyshock

POWER 3

TYPE: Psychic
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: This Move is resisted with the Foe's Defense instead of its Sp. Defense.

Materialize a psychic wave that pushes the target with real physical force.

Role Play

POWER –

TYPE: Psychic
ACCURACY: Clever + Perform
DAMAGE POOL: -
ADDED EFFECT: Copy the target's Ability. The abilities: Flower Gift, Illusion, Imposter, Stance Change, Wonder Guard, and others cannot be copied.

The user mimics the target and takes on the most basic features from that character.

Psystrike

POWER 4

TYPE: Psychic
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 4
ADDED EFFECT: This Move is resisted with the Foe's Defense instead of its Sp. Defense.

Through sheer psychic power, the user materializes its energy to deal a heavy strike to its foe.

Skill Swap

POWER –

TYPE: Psychic
ACCURACY: Clever + Perform
DAMAGE POOL: -
ADDED EFFECT: Switch Abilities with the foe. The abilities: Flower Gift, Illusion, Imposter, Stance Change, Wonder Guard, and others cannot be switched.

The user swaps its identity with the target, making both feel like they are from each other's species.

Speed Swap

POWER –

TYPE: Psychic
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: Switch your Dexterity with your Foe.

The Pokémon employs its psychic power to make the opponent perceive events as if they were happening faster or slower according to the user's own speed.

Stored Power

POWER 1*

TYPE: Psychic
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 1*
ADDED EFFECT: Add 1 Extra Dice to the Damage Pool for each Increased point on the user's Attributes. (i.e. Clefairy has 1 increased Point in Defense and 1 in Special. Stored Power will have 2 Extra Dice on the Damage Pool). Up to 7 Dice may be added this way.

This move allows the user to release its power. If the user has any boosts, the damage is increased.

Synchronoise

POWER 5

TYPE: Psychic
ACCURACY: Special + Perform
DAMAGE POOL: Special + 5
ADDED EFFECT: Sound Based. Area Attack. Choose a Type (Fire, Poison, Steel, etc.) This move only affects those with that Type.

The user vibrates with any particular energy Type he chooses. All nearby creatures and objects of that Type are hurt.

Telekinesis

POWER –

TYPE: Psychic
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: All attacks against the target have "Never Fail. The target is immune to Ground Moves. Lasts 2 Rounds.

The user can manipulate objects and creatures with his mind. Pokémon and humans become easier to hit because their movements are restrained.

Teleport

POWER –

TYPE: Psychic
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: In the wild, the battle ends. In official battles, it counts as the Pokémon being recalled. Teleportation distances depend on Special and Storyteller's discretion.

Teleport the user and one more creature to a place of tranquility and high psychic resonance such as Pokemon Centers. Ceilings and walls block this move from working.

Trick

POWER –

TYPE: Psychic
ACCURACY: Special + Allure
DAMAGE POOL: -
ADDED EFFECT: The foe and the user swap Held Items.

Control the target's mind to perform a simple non-hostile action, such as walking or handing an item.

Trick Room

POWER –

TYPE: Psychic
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: Invert the order of Initiative. Lasts 4 Rounds.

This reality altering move can manipulate time, so slow creatures are fast, and fast creatures are slow.

Wonder Room

POWER –

TYPE: Psychic
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: Defense and Sp. Defense will be calculated with Insight instead of Vitality. Lasts 4 Rounds.

Inside the Wonder Room, a strong mind makes a strong body and a resilient body makes a resilient mind. However, if the mind is weak, the body will be weak and vice versa.

Zen Headbutt

POWER 3

TYPE: Psychic
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Roll 3 Chance Dice to Flinch the foe.

Accuracy 1 | Flinch 3

The user focuses its will on its head to strike with a headbutt.

Rock

Super Effective against:

Bug | Fire | Flying | Ice

It's Not Very Effective against:

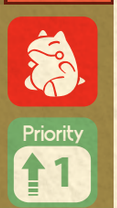
Fight | Ground | Steel

Rock Types are as resilient as the mountains they live in. These Pokémon are aged veterans of the wild, showing their cracks as scars, they are respected or feared by those who roam near.
Rock Moves are slow but extremely powerful, able to crush any foe beneath a pile of rubble. Ranged physical attacks are their specialty.
If you are bold enough to confront a Rock, you may be running full speed to crash into a wall.

Accelerock

POWER 2

TYPE: Rock
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Priority.



The Pokémon dashes at great speed using the rocks on its body to strike its foe upon impact.

Ancient Power

POWER 2

TYPE: Rock
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Roll 1 Chance Dice to Increase the User's Strength, Dexterity, Special, Defense and Sp. Defense.



The Pokémon calls upon an energy from acient times that strikes the foe and may infuse the user with a primal strength.

Diamond Storm

POWER 4

TYPE: Rock
ACCURACY: Dexterity + Channel
DAMAGE POOL: Strength + 4
ADDED EFFECT: Ranged.
Roll 5 Chance Dice to Increase the User's Defense.



The Pokémon summons a storm of diamons over the field, these diamonds also serve as barriers the user can take cover into.

Head Smash

POWER 6

TYPE: Rock
ACCURACY: Strength + Brawl
DAMAGE POOL: Strength + 6
ADDED EFFECT: Recoil.



The user charges head first to attack the foe, the strike is devastating for both.

Power Gem

POWER 3

TYPE: Rock
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: -

The user attacks with a ray of light that comes out of the gem on its body.

Rock Blast

POWER 1

TYPE: Rock
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Ranged. Succesive Actions.



The Pokémon shoots and throws small rock pebbles that burst into tiny pieces as they touch the foe.

Rock Polish

POWER -

TYPE: Rock
ACCURACY: Dexterity + Channel
DAMAGE POOL: -
ADDED EFFECT: Increase User's Dexterity.



The user polishes the rough ends of its rock body for easier and faster movement.

Rock Slide

POWER 3

TYPE: Rock
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: All Foes in Range. Ranged. Roll 3 Chance Dice to Flinch those affected.



The Pokémon creates a slide of falling rocks against its foes that may leave them crushed below the rubble.

Rock Throw

POWER 2

TYPE: Rock
ACCURACY: Dexterity + Channel
DAMAGE POOL: Strength + 2
ADDED EFFECT: Ranged.



The user picks up a rock or pebble and throws it at the foe.

Smack Down

POWER 2

TYPE: Rock
ACCURACY: Dexterity + Channel
DAMAGE POOL: Strength + 2
ADDED EFFECT: Ranged. Remove the foe's Immunity to Ground-Type Attacks.



The user hurls a projectile, usually a heavy rock that sends the foe down to the ground, leaving it unable to take off the ground afterwards.

Rock Tomb

POWER 2

TYPE: Rock
ACCURACY: Dexterity + Channel
DAMAGE POOL: Strength + 2
ADDED EFFECT: Ranged. Reduce Foe's Dexterity.



The Pokémon covers the foe in gravel and rocks, leaving it unable to move freely.

Stealth Rock

POWER –

TYPE: Rock
ACCURACY: Dexterity + Stealth
DAMAGE POOL: -
ADDED EFFECT: Entry Hazard. Foe Pokémon that enter the battlefield lose 1 HP, this effect does not stack.



The Pokémon hides sharp and pointy rocks all over the foe's side of the battlefield.

Rock Wrecker

POWER 6

TYPE: Rock
ACCURACY: Strength + Channel
DAMAGE POOL: Strength + 6
ADDED EFFECT: Ranged. Must Recharge. Lethal.



The user shoots a huge boulder as if it were a cannon ball that can even go through thick walls. This, however, requires a lot of energy from the user.

Stone Edge

POWER 4

TYPE: Rock
ACCURACY: Strength + Channel
DAMAGE POOL: Strength + 4
ADDED EFFECT: Ranged. High Critical. Lethal.



The user hurls sharp stones at the foe. The speed and weight of the stones deals a severe amount of damage.

Rollout

POWER 1*

TYPE: Rock
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Successive Actions. Add 1 Extra Dice to the Damage Roll of the last Rollout hit the user performs. If the Pokémon used Defense Curl this Round, add 1 Extra Dice to the Damage Roll of every hit.



The user curls up into a ball and starts rolling towards its foe, trampling everything in its way.

Tar Shot

POWER –

TYPE: Rock
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: Reduce the foe's Dexterity. Until the end of the Scene Fire-Type Moves will deal Super-Effective damage against the foe.



The Pokémon gushes a blob of black tar over its foe. The unfortunate victim can barely move afterwards, keep it away from fire sources, tar is extremely flammable.

Sandstorm

POWER –

TYPE: Rock
ACCURACY: Special + Nature
DAMAGE POOL: -
ADDED EFFECT: Sandstorm Weather is activated for the next 4 Rounds.



The Pokemon casts a fierce wind that carries millions of rough sand particles.

Wide Guard

POWER –

TYPE: Rock
ACCURACY: Vitality + Brawl
DAMAGE POOL: -
ADDED EFFECT: Priority. Shield Move. Reduce 3 Damage the User and Allies would receive from a Damaging Move. Reduce to zero the set damage from a Move the User and Allies would take.



The Pokémon uses its whole body to provide coverage and protection to its allies against an incoming attack.

Steel

Super Effective against:

Fairy | Ice | Rock

It's Not Very Effective against:

Electric | Fire | Steel | Water

Steel Types act like machines: cold, serious and insensitive. They are not evil nor dishonest, on the contrary, they are reliable because Steel Pokémon are used to follow commands and programmed agendas.
Taming them, however, could be incredibly hard.
Steel Moves include brutal attacks that Increase the Pokémon's power or lower the foe's attributes. A prolonged battle will always benefit these creatures. As the fight goes on, the enemy will grow weaker while the Steel grows sharper.

Anchor Shot

POWER 3

TYPE: Steel
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Ranged. Blocks.

The Pokémon hurls an anchor towards its foe and entangles it with seaweed, the anchor drags the foe down so it cannot escape.

Autotomize

POWER –

TYPE: Steel
ACCURACY: Dexterity + Channel
DAMAGE POOL: -
ADDED EFFECT: Increse the User's Dexterity. User's weight is halved for the rest of the Scene.

Weight ½ | Dexterity 2

The Pokémon sheds pieces and starts rotating other parts of its body for easier and lighter movement.

Behemot Bash

POWER 4*

TYPE: Steel
ACCURACY: Vitality + Brawl
DAMAGE POOL: Strength + 4*
ADDED EFFECT: If the Foe is under the effects of Dynamax, This Move becomes Lethal and you add 4 Extra Dice to the Damage Pool.

The Pokémon becomes a giant energy shield that tramples everything on its wake. If the foe is under the effects of the Dynamax phenomenon all its energy will be swept away.

Behemot Blade

POWER 4*

TYPE: Steel
ACCURACY: Strength + Brawl
DAMAGE POOL: Strength + 4*
ADDED EFFECT: If the Foe is under the effects of Dynamax, This Move becomes Lethal and you add 4 Extra Dice to the Damage Pool.

The Pokémon becomes a giant sword with a razor-sharp blade. If the foe is under the effects of the Dynamax phenomenon all its energy will be slashed to bits.

Bullet Punch

POWER 2

TYPE: Steel
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Fist Based. Priority.

Priority 1

The user launches itself against the foe to strike it with an iron fist.

Doom Desire

POWER 6

TYPE: Steel
ACCURACY: Insight + Allure
DAMAGE POOL: Special + 6
ADDED EFFECT: Strikes at the end of the Round after the next. Bypass Shield Moves and Cover. If the target retires or switches out from battle, the damage will be dealt to the next opponent or to one of its allies. Extra effects may be added at Storyteller's Discretion

Be careful what you wish for, this Pokémon will read your most intimate wishes and make them come true in very twisted ways.

Double Iron Bash

POWER 2

TYPE: Steel
ACCURACY: Special + Brawl
DAMAGE POOL: Strenght + 2
ADDED EFFECT: Roll 3 Chance Dice to Flinch the Foe.

Flinch 3

The user hardens its limbs and then rotates them at great speed to hit the foe twice in a row. The blow can leave the vitctim crushed in the floor.

Flash Cannon

POWER 3

TYPE: Steel
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: Roll 1 Chance Dice to Reduce the foe's Sp. Defense.

1 | Sp. Def 1

The Pokémon absorbs the reflecting light on its body, releases a powerful beam against the foe.

Gear Grind

POWER 2

TYPE: Steel
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Double action.



The user traps the foe between its gears and crushes it with two painful grinds.

Gear Up

POWER –

TYPE: Steel
ACCURACY: Vitality + Channel
DAMAGE POOL: -
ADDED EFFECT: Increase the Strength and Special of one Steel-Type or Electric-Type Ally.



The user engages its gears on an ally to leave the ally's body working like a well-oiled machine.

Gyro Ball

POWER 1*

TYPE: Steel
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Add 1 Extra Dice to the Damage pool for every point of Dexterity the Foe has that surpases the user's. Up to 5 dices may be added this way.

The user curls up in a ball and spins against the target at a high speed.

Heavy Slam

POWER 1*

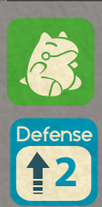
TYPE: Steel
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Add 1 Extra Dice to the Damage Pool for every 50 kgs. of weight above the target's weight, up to +4 Extra Dice.

The user slams the foe using its whole body weight. Smaller foes will be deeply affected.

Iron Defense

POWER –

TYPE: Steel
ACCURACY: Vitality + Channel
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Defense.



The Pokémon hardens its body surface as if it was made from the strongest iron around.

Iron Head

POWER 3

TYPE: Steel
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Roll 3 Chance Dice to Flinch the foe.



The Pokémon charges at the foe with a brutal headbutt that may leave the target knocked down on the ground.

Iron Tail

POWER 4

TYPE: Steel
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 4
ADDED EFFECT: Roll 3 Chance Dice to Reduce the foe's Defense.



The user hits the foe with its hardened tail. The target is left vulnerable against subsequent attacks.

King's Shield

POWER –

TYPE: Steel
ACCURACY: Dexterity + Brawl
DAMAGE POOL: -
ADDED EFFECT: Priority. Shield. If the foe was using a Physical Move, Reduce the foe's Strength. Reduce 3 Dice from the foe's Damage Pool.



The Pokémon uses a ghostly shield to protect itself. If the foe managed to touch it, the user will drain some of its lifeforce.

Magnet Bomb

POWER 2

TYPE: Steel
ACCURACY: Dexterity + Channel
DAMAGE POOL: Strenght + 2
ADDED EFFECT: Ranged. Never Fails.

The Pokémon hurls a metal bomb that is attracted to the target like a magnet. The moment it touches the foe, it will explode.

Metal Burst

POWER *

TYPE: Steel
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Varies
ADDED EFFECT: This Move only works if the foe just used an attack. Roll the same Damage Pool as your foe's last attack and add 2 Extra Damage Dice.

After receiving damage, the user bursts the tiny but sharp metal pieces that came loose because of the foe's attack. The greater the impact the more metal it will shoot.

Metal Claw

POWER 2

TYPE: Steel
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Roll 1 Chance Dice to Increase the user's Strength.



The Pokémon attacks using its sharp claws, the friction may leave them even sharper.

Smart Strike

POWER 3

TYPE: Steel
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Lethal. Never Fail.



The user stabs the foe using one of its sharp horns with astounding precision, the resulting wound will be very deep and must be treated immediately.

Metal Sound

POWER –

TYPE: Steel
ACCURACY: Tough + Perform
DAMAGE POOL: -
ADDED EFFECT: Sound Based. Reduce the foe's Special Defense.



The user produces a horrible noise that impedes the foe from focusing on the fight, leaving it vulnerable to attacks.

Steel Beam

POWER 6

TYPE: Steel
ACCURACY: Special + Channel
DAMAGE POOL: Special + 6
ADDED EFFECT: Recoil.



A concentrated ray of light that it's capable of melting even the thickest steel plates. Ufortunately the user will also have trouble handling this power.

Meteor Mash

POWER 3

TYPE: Steel
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Fist Based. Roll 2 Chance Dice to Increse the User's Strength.



The user charges with a strong fist and strikes like a meteor.

Steel Wing

POWER 3

TYPE: Steel
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Roll 1 Chance Dice to Increase the User's Defense.



The Pokémon uses its sharp feathers as if they were razors.

Mirror Shot

POWER 2

TYPE: Steel
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Roll 3 Chance Dice to Confuse the foe.



The user dazes the foe with a beam of light. Those who have experienced it describe it as: "Being in a mirror labyrinth"

Sunsteel Strike

POWER 4

TYPE: Steel
ACCURACY: Strength + Brawl
DAMAGE POOL: Strength + 4
ADDED EFFECT:If anything on the foe's side would prevent this move from dealing damage (Pokémon Type, Abilities, Shield Moves, Weather or Barriers) ignore it.
This Move cannot be Clashed.

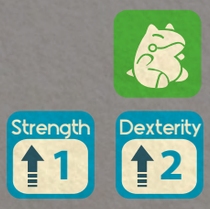


You suddenly stop your tracks as you see a bright and blinding light coming towards you at great speed. You did not see what hit you and then it's all darkness.

Shift Gear

POWER –

TYPE: Steel
ACCURACY: Dexterity + Channel
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Strength and Dexterity.



The Pokémon has its gears rotate quickly. Working like a powerful machine.

Water

Super Effective against:

Fire | Ground | Rock

It's Not Very Effective against:

Dragon | Grass | Water

Water Type is common and dangerous, even more if faced in the open sea or inside the depths of the ocean. Fortunately, some species are easily domesticated and incredibly helpful for protection.
Water Moves act as the opposite of Fire. However, they both share a great potential for devastation. Water attacks can produce floods that may wipe out human and Pokémon homes. Some of these Pokémon can't live on land because they can't breath outside a pool of water. Whatever time they get in the fight, put it to good use.

Aqua Jet

POWER 2

TYPE: Water
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Priority.



The user propels itself with a blast of water and strikes at high speed.

Aqua Ring

POWER –

TYPE: Water
ACCURACY: Special + Nature
DAMAGE POOL: -
ADDED EFFECT: If successful, spend 1 Will point to activate. The user heals 1 HP at the end of each Round.
Lasts 4 Rounds.



The user coats itself in a special flowing water that lessens the pain.

Aqua Tail

POWER 3

TYPE: Water
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Roll 3 Chance Dice to Flinch the foe.



The user swings its tail as if it were a vicious wave in a raging storm.

Bouncy Bubble

POWER 3

TYPE: Water
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: The user restores HP equal to half the damage dealt, rounded down. If the user of this Move is at its Final Stage of Evolution, this move fails.

The User shoots bubbles at its target, the bubbles fill up with fresh water upon contact and bounce back towards the user. Should you drink the water inside? Who cares? It's fun!

Brine

POWER 2*

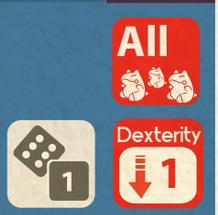
TYPE: Water
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: If the foe is at half HP, or less, add 3 Extra Dice to the Damage Pool.

The user blast the foe with extremely dense water, if the target is tired he may be swept away easily by the pressure.

Bubble

POWER 2

TYPE: Water
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Target All Foes in Range. Roll 1 Chance Die to reduce the Dexterity of those affected.

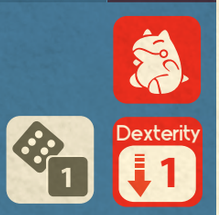


A spray of bubbles flies around the enemies, some of the bubbles stick to their bodies hindering their movement.

Bubble Beam

POWER 3

TYPE: Water
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: Roll 1 Chance Dice to Reduce the foe's Dexterity.

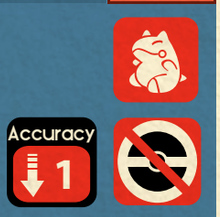


A long stream of bubbles hits the foe, the bubble foam may prevent the target from moving freely.

Clamp

POWER 2

TYPE: Water
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Block. Deal 2 dice of damage at the end of each Round. Lasts 4 Rounds.

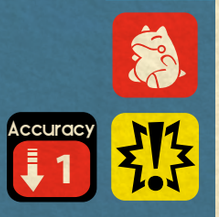


The user traps and crushes the opponent using its thick and sturdy shell.

Crabhammer

POWER 3

TYPE: Water
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: High Critical.



A large pincer strikes with the power of a hammer. The demolition power is incredible.

Dive

POWER 2

TYPE: Water
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Charge Move. While charging this move, the User will be out of range. Allows the pokemon to swim into Deep Waters.

The user submerges into the water and continues diving at an insane speed.

Liquidation

POWER 3

TYPE: Water
ACCURACY: Strength + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Lethal. Roll 2 Chance Dice to Reduce the Foe's Defense.

Defense 1

The Pokémon gets close to its foe then srtikes while bursting a full-force blast of pressurized water, the water may cut or dent through the foe's armor.

Fishious Rend

POWER 3*

TYPE: Water
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Stength + 3*
ADDED EFFECT: If the foe has not had its Turn this Round, Add 2 Extra Dice to the Damage Pool.

This Pokémon uses its gills to snap at its target, even if they don't have teeth, they can have a crushing strength.

Muddy Water

POWER 3

TYPE: Water
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: All Foes in Range. Roll 3 Chance Dice to Reduce the Accuracy of those affected.

Accuracy 2 | All | Accuracy 1

The user fills its mouth with dirt and spits a torrent of mud at the foes. This mud may get in the eyes of the enemies.

Hydro Cannon

POWER 6

TYPE: Water
ACCURACY: Special + Channel
DAMAGE POOL: Special + 6
ADDED EFFECT: Must Recharge.

Accuracy 1

The Pokémon blasts the foe with a water surge that could bring down a house. The user needs to rest afterwards.

Octazooka

POWER 2

TYPE: Water
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Roll 5 Chance Dice to Reduce the foe's Accuracy.

Accuracy 2 | Accuracy 1

The user sprays ink at the target's face to obstruct its vision.

Hydro Pump

POWER 5

TYPE: Water
ACCURACY: Special + Channel
DAMAGE POOL: Special + 5
ADDED EFFECT: -

Accuracy 1

The user builds up pressure inside its body and then releases a tremendous amount of water at the target.

Origin Pulse

POWER 4

TYPE: Water
ACCURACY: Special + Channel
DAMAGE POOL: Special + 4
ADDED EFFECT: Lethal.

Accuracy 2

The Pokémon sends a giant pulse underwater that creates a chain reaction and causes water to move in large streams. It is believed that all water on the sea moves thanks to this.

Life Dew

POWER –

TYPE: Water
ACCURACY: Special + Nature
DAMAGE POOL: -
ADDED EFFECT: If successful, spend 1 Will point to activate. User and Allies in Range heal 1 HP at the end of each Round. Lasts 4 Rounds.

All | Heal 1

The User creates a fresh-water dew that makes it and its allies full of energy.

Rain Dance

POWER –

TYPE: Water
ACCURACY: Special + Nature
DAMAGE POOL: -
ADDED EFFECT: Rain Weather is activated for the next 4 Rounds.

The user performs a curious mystic dance that summons a heavy rainfall.

Razor Shell

POWER 3

TYPE: Water
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Roll 1 Chance Dice to Reduce the foe's Defense.



The Pokémon uses its sharp shell as a weapon to cut the target's fur, armor or anything protecting its body.

Splishy Splash

POWER 3

TYPE: Water
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: Roll 3 Chance Dice to Paralyze the foe. If the user of this Move is at its Final Stage of Evolution, this move fails.



The Pokémon rides a giant surge of electricity as if surfing. It looks incredibly rad but it is also dangerous, as electricity does not share the same properties of water for safe surfing.

Scald

POWER 3

TYPE: Water
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: Roll 3 Chance Dice to Burn the foe.

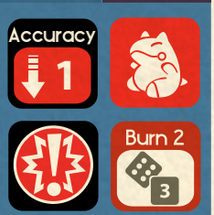


The user shoots a torrent of boiling water, it may leave the foe sopping with burns.

Steam Eruption

POWER 4

TYPE: Water
ACCURACY: Dexerity + Channel
DAMAGE POOL: Special + 4
ADDED EFFECT: Lethal. Roll 3 Chance Dice to Burn those affected.



In less than a second, the sound of steam boiling over a raging engine thunders through the ears of the foe before it is shot through the sky by a scalding geyser.

Snipe Shot

POWER 3

TYPE: Water
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: High Critical. Ignore effects from Moves or Abilities that would prevent this Move from tageting a foe.

The user shoots a piercing water jet with incredible precision.

Surf

POWER 3

TYPE: Water
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 3
ADDED EFFECT: Area Attack.

A giant wave of water sweeps the area while the user swims on top of it.

Soak

POWER –

TYPE: Water
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: Change the target's Type to Water.

The user shoots a stream of water and moisture that clings to the foe's body as an overcoat.

Water Gun

POWER 2

TYPE: Water
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special +2
ADDED EFFECT: -

The user learns to shoot water with enough force to hurt the foe.

Sparkling Aria

POWER 3

TYPE: Water
ACCURACY: Special + Perform
DAMAGE POOL: Special + 3
ADDED EFFECT: Area Attack. If an affected Pokémon had any of the Burn Status Conditions, heal it instead of dealing damage.

The Pokémon sings a beautiful melody, the song comes out as a sparkling fountain, bursting upon impact and quenching any fire on its path.

Water Pledge

POWER 2

TYPE: Water
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Create a rainbow that adds 2 Dice to all Chance Dice rolls. This effect lasts 4 rounds.



The Pokémon chants to invoke the power of Water. Moisture in the air bends the light to create an inspiring rainbow. Everyone in the field is sure to give its best.

Water Pulse

POWER 2

TYPE: Water
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Roll 3 Chance Dice to Confuse the Foe.

Confuse 3

The Pokemon attacks with a pulsing blast of water, this leaves the foe feeling dizzy.

Whirlpool

POWER 2

TYPE: Water
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 2
ADDED EFFECT: Block. Deal 2 dice of damage at the end of each Round. Lasts 4 Rounds.

Accuracy 2

Trap the foe inside a violent swirling whirlpool that make the foe unable to escape the battle.

Water Shuriken

POWER 1

TYPE: Water
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 1
ADDED EFFECT: Ranged. Priority. Successive Actions.

Priority 1

The Pokémon quickly throws sharp jets of water in the shape of a shuriken.

Withdraw

POWER –

TYPE: Water
ACCURACY: Vitality + Brawl
DAMAGE POOL: -
ADDED EFFECT: Increase User's Defense.

Defense 1

The user hides inside its hard shell to protect itself from incoming attacks.

Water Sport

POWER –

TYPE: Water
ACCURACY: Special + Channel
DAMAGE POOL: -
ADDED EFFECT: For the next 4 Rounds Fire Type attacks won't add their Power to the Damage Pool.

The user soaks the battlefield with moisture, making it harder for fire attacks to ignite.

Water Spout

POWER 6*

TYPE: Water
ACCURACY: Dexterity + Channel
DAMAGE POOL: Special + 6
ADDED EFFECT: All Foes in Range. Remove 1 Dice of Damage for every missing HP of the User. Up to 5 Dice may be reduced this way.

All

The Pokémon builds up an amazing pressure and releases a huge columnar vortex of water that could even reach the clouds.

Waterfall

POWER 3

TYPE: Water
ACCURACY: Dexterity + Brawl
DAMAGE POOL: Strength +3
ADDED EFFECT: Roll 3 Chance Dice to Flinch the foe.

Flinch 3

The Pokémon may swim with such strength that it may even swim upwards in a waterfall.

Typeless Maneuvers

Not every attack is a Move. Sometimes you will fight with simple **Typeless Maneuvers**.
Since they don't use energy, **Typeless Maneuvers can't be used to clash**, but other than that they share the same rules as Moves whe used in-battle:

- Maneuvers can only be used on the user's Turn.
- Can only be used once per Round.

Battle Maneuvers can be used for attacking or defending, and they also have a lot of use outside of battle. Since **anyone can perform them, Humans and Pokémon**, they can enrich your strategy.
Feel free to create you own.

Struggle

POWER 0

TYPE: None
ACCURACY: Dexterity + Brawl/Channel
DAMAGE POOL: Strength/Special + 0

Grapple

POWER –

TYPE: None
ACCURACY: Strength + Brawl
DAMAGE POOL: None
ADDITIONAL INFO: The foe is Blocked. Foe can resist this Maneuver by rolling their Strength or Dexterity score and scoring the same or more successes than the user.

Help Another

POWER –

TYPE: None
ACCURACY: Varies
DAMAGE POOL: None
ADDITIONAL INFO: Roll your Accuracy as if it was Chance Dice. If Successful, add one die to the Action of an Ally. Up to 6 dice may be added this way.

Cover an Ally

POWER –

TYPE: None
ACCURACY: None
DAMAGE POOL: None
ADDITIONAL INFO: The user will provide cover to the target from Ranged attacks and is more likely to be hit by close-range attacks. The level of Cover the user provides will depend of its size.

Stabilize an Ally

POWER –

TYPE: None
ACCURACY: Clever + Medicine
DAMAGE POOL: None
ADDITIONAL INFO: The User applies CPR and/or first aid to an unconcious Ally.
Target won't receive Lethal Damage each hour anymore. Each Lethal Damage on the Ally reduces 1 Success to the Accuracy Pool of this Maneuver.

Run Away

POWER –

TYPE: None
ACCURACY: Dexterity + Athletic
DAMAGE POOL: None
ADDITIONAL INFO: The User runs away from the battlefield. This effect ends the battle.
Foes might try to prevent this by rolling: Dexterity + Athletic and scoring the same or more successes. If the user is Blocked this Maneuver fails.

Max Moves

Dynamax and G-Max Pokémon

So you think you are ready for the **BIG** leagues?

When a Pokémon is under the Effects of the Dynamax Phenomenon it grows not just on size but on power as well and Max Moves will ad an extra layer of complexity to your strategy!

Rules for Max Moves

- Max Moves can only be used while a Pokémon is under the Effects of Dynamax or Gigantamax.
- A Pokémon may only use Max Moves taking as Base a Damaging Move of the same Type already on its Move pool.
- Max Moves are Physical or Special depending on what the Base Move is.
- Max Moves add 2 points to the Power of the Base Move.
- Added Effects of the Base Move are replaced by those on the Max Move.
- Max Moves can only be used once per round.
- Max Moves cannot be used to Clash.

If that wasn't enough, there's still a gigantic surprise! Certain Pokémon are able to have something called: The Gigantamax Factor, which allows them to grow even further and change their appearance quite drastically.
When a Pokémon releases the full power of its Gigantamax form, a Max Move become G-Max Move that can be fully customized to better suit your Pokémon's strategy and capabilities.

Rules for G-Max Moves

- G-Max Moves can only be used while a Pokémon is on its Gigantamax Form.
- All other Rules for Max Moves apply for G-Max Moves.
- Only one G-Max Move may be used per Pokémon.
- To upgrade and customize from Max to G-Max Move, choose from the suggestions of G-Max Effects on the entry according to your Rank:

Beginner	1 Extra Effect
Amateur	2 Extra Effects
Ace	4 Extra Effects
Pro	4 Extra Effects (customizable)
Master	6 Extra Effects (customizable)

Keep, add or replace the effects on the Max Move for those suggested for G-Max on the entry.
Once you reach Pro Rank, you can choose your own added effects at Storyteller's discretion.
You may even add the full effects of other Moves, look on the Effect Icons list for inspiration.
Feel free to give your own name to the G-Max Move of your Pokémon.

Max Flutterby

POWER +2

TYPE: Bug
ACCURACY: Same as Base Move + 2
DAMAGE POOL:
Strength/Special + Move's Power + 2
ADDED EFFECT: Reduce the Special of those Affected.

Special -1

G-MAX EFFECTS

All | Sleep 3 | Paralysis 3 | Poison 3 | +2 | Bug Move

They say that the flutter of a butterfly can cause a hurricane in another part of the world. With this Max Move it can cause it right where it stands.

Max Darkness

POWER +2

TYPE: Dark
ACCURACY: Same as Base Move + 2
DAMAGE POOL:
Strength/Special + Move's Power + 2
ADDED EFFECT: Reduce the Special of those Affected.

Sp. Def 1

G-MAX EFFECTS

All | Sleep 3 | Flinch 3 | +2 | Dark Move

With its giganic size, the Pokémon blocks all sunlight around as if night suddenly fell upon the arena. Even after light returns you feel part of you was left in the abyss.

Max Knuckle

POWER +2

TYPE: Fight
ACCURACY: Same as Base Move + 2
DAMAGE POOL:
Strength/Special + Move's Power + 2
ADDED EFFECT: Increase the Strength of User and Allies in Range

Strength 1 | All

G-MAX EFFECTS

All | Damage +2 | Attribute | Flinch 3 | Fighting Move

Either through sheer muscle power or through focusing its inner chi, this giant Pokémon can pack a punch that will leave its poor victim splat into the ground.

Max Wyrmwind

POWER +2

TYPE: Dragon
ACCURACY: Same as Base Move + 2
DAMAGE POOL:
Strength/Special + Move's Power + 2
ADDED EFFECT: Reduce the Strength of those Affected.

Strength 1

G-MAX EFFECTS

All | Flinch 3 | Attribute 1 | Will 1 | Dragon Move

With a deafening roar and an explosive blast of pure rage this giant pokémon is hungry for destruction. No rest, no mercy, no matter what.

Max Flare

POWER +2

TYPE: Fire
ACCURACY: Same as Base Move + 2
DAMAGE POOL:
Strength/Special + Move's Power + 2
ADDED EFFECT: Activate the Effects of Sunny Weather. Lasts 4 Rounds.

G-MAX EFFECTS

All | Ignore Ability | Burn 3 | Fire Move

Even at night, the fiery flames comming out of this Pokémon light up the sky. This Max Move is an onslaught of heat that is definitely not good for the environment.

Max Lightning

POWER +2

TYPE: Electric
ACCURACY: Same as Base Move + 2
DAMAGE POOL:
Strength/Special + Move's Power + 2
ADDED EFFECT: Activate the Effects of Electric Terrain. Lasts 4 Rounds.

Electric Terrain

G-MAX EFFECTS

All | Paralysis | Status Condition | Damage +1 | Electric Move

An extremely dangerous lightning storm flashes through the arena, a single use of this Max Move could energize a city for weeks if not months at a time.

Max Airstream

POWER +2

TYPE: Flying
ACCURACY: Same as Base Move + 2
DAMAGE POOL:
Strength/Special + Move's Power + 2
ADDED EFFECT: Increase the User and Allies Dexterity.

Dexterity 1 | All

G-MAX EFFECTS

All | Attribute | Cure Status | Flying Move

Wind has two extremes, you are either with it or against it. It will be benevolent with its allies and ruthless with its enemies, blowing away any resistance.

Max Starfall

POWER +2

TYPE: Fairy
ACCURACY: Same as Base Move + 2
DAMAGE POOL:
Strength/Special + Move's Power + 2
ADDED EFFECT: Activate the Effects of Misty Terrain. Lasts 4 Rounds.

Misty Terrain

G-MAX EFFECTS

All | All | Heal 2 | Confuse | Love | Fairy Move

A shooting star in the night sky will make a wish come true. A thousand shooting stars in the battlefield must be a lot more efficient, right?

Max Phantasm

POWER +2

TYPE: Ghost
ACCURACY: Same as Base Move + 2
DAMAGE POOL:
Strength/Special + Move's Power + 2
ADDED EFFECT: Reduce the Defense of those Affected.

Defense 1

G-MAX EFFECTS

All | Flinch 3 | Will 1 | Ghost Move

The energy that creates nightmares floods the arena like a shadow, by the time this Max Move is casted is already too late, be prepared to suffer night terrors for weeks... if you survive.

Max Overgrowth

POWER +2

TYPE: Grass
ACCURACY: Same as Base Move + 2
DAMAGE POOL:
Strength/Special + Move's Power + 2
ADDED EFFECT: Activate the Effects of Grassy Terrain. Lasts 4 Rounds.

Grassy Terrain

G-MAX EFFECTS

All | Dexterity 1 | Ignore Ability | Cure Status | Evasion 1 | Grass Move

Nature becomes an entity of its own under this enormous Pokémon command, there is no stopping this burst of life coming violently from the ground.

Max Ooze

POWER +2

TYPE: Poison
ACCURACY: Same as Base Move + 2
DAMAGE POOL:
Strength/Special + Move's Power + 2
ADDED EFFECT: Increase the Special of User and Allies in Range.

Special 1 | All

G-MAX EFFECTS

All | Poison+ 3 | Burn 1 3 | Attribute 1 | Poison Move

A virulent and corrosive ooze floods the arena, the stench is so pungent it makes everyone sick. Whole towns have had to be evacuated for cleaning tasks after this Max Move was used.

Max Quake

POWER +2

TYPE: Ground
ACCURACY: Same as Base Move + 2
DAMAGE POOL:
Strength/Special + Move's Power + 2
ADDED EFFECT: Increase the Sp. Defense of the User and Allies.

Sp. Def 1 | All

G-MAX EFFECTS

All | Damage +2 | Ignore Ability | Ground Move

A trerrible quake shakes the earth to its very core, there are reports of nearby cities reporting aftershocks after this Max Move is used in the arena.

Max Mindstorm

POWER +2

TYPE: Psychic
ACCURACY: Same as Base Move + 2
DAMAGE POOL:
Strength/Special + Move's Power + 2
ADDED EFFECT: Activate the Effects of Psychic Terrain. Lasts 4 Rounds.

Psychic Terrain

G-MAX EFFECTS

All | Ignore Ability | Sleep 3 | Confuse | Psychic Move

This Max Move targets the only place the foe cannot escape, through a psychic assault it can melt the mind of its enemies, leaving them in a catatonic state for weeks.

Max Hailstorm

POWER +2

TYPE: Ice
ACCURACY: Same as Base Move + 2
DAMAGE POOL:
Strength/Special + Move's Power + 2
ADDED EFFECT: Activate the Effects of Hail Weather. Lasts 4 Rounds.

G-MAX EFFECTS

All | Frozen 3 | +2 | Ice Move

A harsh blizzard is unleashed and the temperature drops below zero in the whole city. Revenge is a dish best served with this Max Move.

Max Rockfall

POWER +2

TYPE: Rock
ACCURACY: Same as Base Move + 2
DAMAGE POOL:
Strength/Special + Move's Power + 2
ADDED EFFECT: Activate the Effects of Sandstorm Weather. Lasts 4 Rounds.

G-MAX EFFECTS

All | Flinch 3 | Damage +2 | Attribute 1 | Rock Move

A tsunami of rubble falls towards the target. With no escape in sight, it is trapped between a rock and a hard place and more rocks. Oh! so many more rocks.

Max Strike

POWER +2

TYPE: Normal
ACCURACY: Same as Base Move + 2
DAMAGE POOL:
Strength/Special + Move's Power + 2
ADDED EFFECT: Reduce the Dexterity of those Affected.

Dexterity 1

G-MAX EFFECTS

All | Paralysis 3 | Attribute 1 | Damage +2 | Normal Move

Normal types are often disregarded as weak, unimpressive, plain, and over all second-rate.
Normal types have had enough of everyone's Tauros' waste.

Max Steelspike

POWER +2

TYPE: Steel
ACCURACY: Same as Base Move + 2
DAMAGE POOL:
Strength/Special + Move's Power + 2
ADDED EFFECT: Increase the Defense of the User and Allies

Defense 1 | All

G-MAX EFFECTS

All | Attribute | Flinch 3 | Damage -2 | Damage +2 | Steel Move

The Pokémon calls upon large sharp pikes of steel that pierce everything on their way. Although incredibly destructive, the steel plates left in the field provide a sturdy cover.

Max Geyser

POWER +2

TYPE: Water
ACCURACY: Same as Base Move + 2
DAMAGE POOL:
Strength/Special + Move's Power + 2
ADDED EFFECT: Activate the Effects of Rain Weather. Lasts 4 Rounds.

G-MAX EFFECTS

All | Ignore Ability | Attribute 1 | Burn 1 (3) | Water Move

Boiling water spouts from a geyser right below the target, the water is shot so high up it comes down as rain for the next few days.

All Max Moves and G-Max Moves can be customized to best suit your Pokémon needs. You can even get effects from Moves of different types into the mix to obtain unique combos. Think big, the only limit is your imagination!

Z-Moves

Ancient People from the Alola Region had traditional rituals and dances to boost their fighting spirits and comune with their Pokémon.
The *Kahuna chiefs* and their Pokémon wore special jewels with crystals that shone with energy ready to be unleashed to defend their people.
These Jewels are now known as **Z-Crystals**, if you and your Pokémon hold them and perform the ritual dances, you'll be able to use what is known as a **Z-Move** to give a taste of the power of friendship to those who oppose you.

Rules for Z-Moves

- To use a Z-Move both Trainer and Pokémon must be holding a Z-Crystal and perform the ritual dance.
- **Z-Moves can only be used once per day**. Using them more will cost 5 Will points for the Trainer and the Pokémon.
- A Pokémon may only use a Z-Move taking as Base a Move of the same Type already on its Move pool.
- Z- Moves are Physical, Special or Support depending on what the Base Move is.

- Damaging Z-Moves add points to the Power of the Base Move equal to the total score of Happiness and Loyalty on the Pokémon.
- Added Effects of the Base Move are replaced by those on the Z-Move.
- Added Effects and Targets of Z-Moves are fully customizable at Storyteller's Discretion.
- Z-Moves cannot be used to Clash.

Customizing Z-Moves

To customize a Z-Move choose from the suggestions for Effects in the entry or choose one of your own. How many you may have is determined by your Rank:

Beginner	1 Effect
Amateur	2 Effects
Ace	3 Effects
Pro	4 Effects
Master	5 Effects
Champion	6 Effects

Z-Moves can only have a single Target, either the Foe or the User or one Ally. This does not cost an Effect.



Z-Moves can Increase or Reduce Attributes, each Point Reduced or Increased will count as one Effect.

Attribute 1 | Attribute 2 | Attribute 3

We recommend certain Status Conditions Effects to be considered to be dealt **with Chance Dice instead of directly inflicted**, unless there is a good narrative justification at Storyteller's Discretion.

Burn 1 (3) | Flinch (3) | Sleep (3)

A Z-Move can be as unique and as powerful as you want it to be as it is the reflection of the bond you have with your Pokémon, feel free to change the name of your Z-Move.

Z-Moves cannot deal Lethal Damage, as the power of friendship is not destructive. The moment a Pokémon Faints from receiving a Z-Move it won't receive damage further.
Only one Z-Crystal on your Pokémon will resonate with yours, so only one Pokémon on your party may hold one. If you want to change it you must do so outside of battle.

Savage Spin-Out

POWER HAPPINESS + LOYALTY

TYPE: Bug
ACCURACY: Same as Base Move.
DAMAGE POOL:
Strenght/Special + Base Move + Happiness + Loyalty

Attribute 1 | Damage +1

Black Hole Eclipse

POWER
HAPPINESS + LOYALTY

TYPE: Dark
ACCURACY: Same as Base Move.
DAMAGE POOL:
Strenght/Special + Base Move + Happiness + Loyalty

Flinch 3 | Attribute 1 | Damage +1

Devastating Drake

POWER
HAPPINESS + LOYALTY

TYPE: Dragon
ACCURACY: Same as Base Move.
DAMAGE POOL:
Strenght/Special + Base Move + Happiness + Loyalty

Attribute 1 | Damage +1

Gigavolt Havoc

POWER
HAPPINESS + LOYALTY

TYPE: Electric
ACCURACY: Same as Base Move.
DAMAGE POOL:
Strenght/Special + Base Move + Happiness + Loyalty

Paralysis ✓ | Attribute 1 | Damage +1

Twinkle Tackle

POWER
HAPPINESS + LOYALTY

TYPE: Fairy
ACCURACY: Same as Base Move.
DAMAGE POOL:
Strenght/Special + Base Move + Happiness + Loyalty

Love ✓ | Attribute 1 | Damage +1

All-Out Pummeling

POWER
HAPPINESS + LOYALTY

TYPE: Fight
ACCURACY: Same as Base Move.
DAMAGE POOL:
Strenght/Special + Base Move + Happiness + Loyalty

Remove Barriers | Attribute 1 | Damage +1

Inferno Overdrive

POWER
HAPPINESS + LOYALTY

TYPE: Fire
ACCURACY: Same as Base Move.
DAMAGE POOL:
Strenght/Special + Base Move + Happiness + Loyalty

Burn 1 3 | Attribute 1 | Damage +1

Supersonic Skystrike

POWER
HAPPINESS + LOYALTY

TYPE: Flying
ACCURACY: Same as Base Move.
DAMAGE POOL:
Strenght/Special + Base Move + Happiness + Loyalty

Attribute -1 | Attribute 1 | Damage +1

Never-Ending Nightmare

POWER
HAPPINESS + LOYALTY

TYPE: Ghost
ACCURACY: Same as Base Move.
DAMAGE POOL:
Strenght/Special + Base Move + Happiness + Loyalty

Ignore Ability | Attribute 1 | Damage +1

Bloom Doom

POWER
HAPPINESS + LOYALTY

TYPE: Grass
ACCURACY: Same as Base Move.
DAMAGE POOL:
Strenght/Special + Base Move + Happiness + Loyalty

Heal 1 | Attribute 1 | Damage +1

Tectonic Rage

POWER
HAPPINESS + LOYALTY

TYPE: Ground
ACCURACY: Same as Base Move.
DAMAGE POOL:
Strenght/Special + Base Move + Happiness + Loyalty

Attribute -1 | Attribute +1 | Damage +1

Subzero Slammer

POWER
HAPPINESS + LOYALTY

TYPE: Ice
ACCURACY: Same as Base Move.
DAMAGE POOL:
Strenght/Special + Base Move + Happiness + Loyalty

Frozen 3 | Attribute +1 | Damage +1

Breakneck Blitz

POWER
HAPPINESS + LOYALTY

TYPE: Normal
ACCURACY: Same as Base Move.
DAMAGE POOL:
Strenght/Special + Base Move + Happiness + Loyalty

Attribute +1 | Damage +1

Acid Downpour

POWER
HAPPINESS + LOYALTY

TYPE: Poison
ACCURACY: Same as Base Move.
DAMAGE POOL:
Strenght/Special + Base Move + Happiness + Loyalty

Poison 3 | Attribute +1 | Damage +1

Shattered Psyche

POWER
HAPPINESS + LOYALTY

TYPE: Psychic
ACCURACY: Same as Base Move.
DAMAGE POOL:
Strenght/Special + Base Move + Happiness + Loyalty

Psychic Terrain | Attribute +1 | Damage +1

Continental Crush

POWER
HAPPINESS + LOYALTY

TYPE: Rock
ACCURACY: Same as Base Move.
DAMAGE POOL:
Strenght/Special + Base Move + Happiness + Loyalty

Remove Terrain | Attribute +1 | Damage +1

Corkscrew Crash

POWER
HAPPINESS + LOYALTY

TYPE: Steel
ACCURACY: Same as Base Move.
DAMAGE POOL:
Strenght/Special + Base Move + Happiness + Loyalty

Ignore Ability | Attribute +1 | Damage +1

Hydro Vortex

POWER
HAPPINESS + LOYALTY

TYPE: Water
ACCURACY: Same as Base Move.
DAMAGE POOL:
Strenght/Special + Base Move + Happiness + Loyalty

Attribute +1 | Damage +1

Technical Machines (Optional)

If you're lucky you can find/buy discs containing guides to teach any Move to a Pokémon called Technical Machines or **TM's** for short.
Whoever wrote these guides is an incredible Pokémon expert that will give you great tips to get almost any move you want on your Pokémon, it's not for cheap, though, TM's prices range from $1000 to $5000.

Which Move is contained inside the disc and which Pokémon may learn from it is up to the Storyteller.
Teaching a Move by TM must be done on a Training Session.

Storyteller Note

Pokémon can learn a variety of TM's, some of the Moves in them will be a different Type than the Pokémon being taught.



Fling/Natural Gift

This Move's Type and Power can vary wildly.

Power

Foul Berries aren't very strong, but delicious Berries are quite powerful. Power ranges from 0 to 3.

Flavor - Type

Spicy	-	Fire
Juicy	-	Water
Fresh	-	Grass
Sour	-	Electric
Oily	-	Fighting
Frozen	-	Ice
Rotten	-	Poison
Dry	-	Ground
Effervescent	-	Flying
Numbing	-	Psychic
Half eaten	-	Bug
Tough	-	Rock
Withered	-	Ghost
Uneatable	-	Dragon
Bitter	-	Dark
Salty	-	Steel
Sugary	-	Fairy

Secret Power/Nature Power

The Pokémon absorbs and redirects the properties of its environment onto the target. In the case of Nature Power, the move also changes type accordingly at storyteller's discretion.

Close to a Building:
Redirect the electric current to inflict Paralysis.

Close to a Cave:
Redirect the rubble to hit and Flinch the foe.

Close to a Desert or Road:
Rediret the dust on the terrain to Reduce 1 success from the Accuracy rolls of the target.

Close to Grass:
Redirect the bug and grass powder left in the terrain to inflict Sleep.

Close to Snow:
Redirect the cold wind to Freeze the Foe.

Close to Water:
Redirect a pool of water to engulf the foe, reducing 1 point to their Strength as it tries to fight underwater.

Relationship between Attributes and Moves

As you probably noticed, the effectiveness of some Moves is greatly influenced by your Attributes. Some of them allow you to run faster, such as Quick Attack or Extreme Speed, while others require you to lift certain weight, such as Sky Drop or Rock Throw. But just how fast or how strong is your Pokémon?

The following charts describe the maximum Lifting Capacity and maximum Speed for humans and most Pokémon. Please note that some species may lift more or less weight, or move faster or slower. As always the Storyteller has the final word on this topic.

Strength Chart (Lifting Capacity)

●○○○○○○○○	40 lb/18 kg
●●○○○○○○○	100 lb/45 kg
●●●○○○○○○	250 lb/113 kg
●●●●○○○○○	400 lb/181 kg
●●●●●○○○○	650 lb/294 kg
●●●●●●○○○	800 lb/362 kg
●●●●●●●○○	900 lb/408 kg
●●●●●●●●○	1000 lb/453 kg
●●●●●●●●●	1200 lb/544 kg
●●●●●●●●●	1500 lb/680 kg

Each point in the Athletic Skill adds 8 lb / 4 kg to the Lifting Capacity.

Lifting Capacity is affected by Pain Penalizations.

Dexterity Chart (Maximum Speed)

●○○○○○○○○	6 mph/10 kmph
●●○○○○○○○	12 mph/20 kmph
●●●○○○○○○	15 mph/25 kmph
●●●●○○○○○	18 mph/30 kmph
●●●●●○○○○	24 mph/40 kmph
●●●●●●○○○	31 mph/60 kmph
●●●●●●●○○	49 mph/80 kmph
●●●●●●●●○	62 mph/100 kmph
●●●●●●●●●	80 mph/130 kmph
●●●●●●●●●	99 mph/160 kmph

Each point in the Athletic Skill adds 1.4 mi / 2km per hour to the Maximum Speed.
Pain Penalizations reduce your Speed:
At Half HP you can only walk;
At 1 HP remaining, you can only crawl.

Lifting someone or something halves your Speed, unless you can lift twice the weight of what you're carrying.

Frequently Asked Questions

Can I Target an Ally with a Move that Targets a Foe?
Yes, you can. Very rarely you'll find a use to it, but sometimes it's worth the effort, such as with Swagger or an Electric Move on a Pokémon with *Volt Absorb*.

Can my Pokémon Target itself with a Move that Targets an Ally or a Foe?
No, you can't. Most Moves that target an Ally or a Foe are just impossible to be employed on the User, such as After You or Helping Hand, you need another target to benefit from this power. Now, if you're talking about hitting your own Pokémon with its own attack, don't expect your Pokemon to comply.

What's the meaning of "Out of Range"?
Some moves like Fly or Dig take the Pokémon out of range of the fight. When a Pokémon is out of range, it is unaffected by attacks and Moves of any kind. As always, there may be exceptions depending on the situation.

If my Pokémon moves away during its turn, is it still in range of the foe?
Yes. Fight's are not static, people and Pokémon don't stay rooted the whole scene exchanging blows until someone falls unconscious. Pokémon Battles are dynamic, everyone is constantly moving even if they're not explicitly saying so. If you decide to run away, the Battle may end.

My Pokémon is able to float/fly is it still affected by Ground-Type Moves?
If your Pokémon is not Flying-Type or harthe ability Levitate, or any other stated immunity to Ground, it will be affected.

What's the meaning of "Ready to Fight"?
When a Pokémon switches in it cannot act until it stays Begining of the next Round.
At that time, the Pokémon is finally "Ready to Fight" and it can act normally.

Can Protect/Detect/Wide Guard and the like stack with each other?
No.

Some Moves are labeled as "Switcher Moves" this allows the next Pokémon you send to switch in "Ready to Fight".

If my Pokémon fainted, will my next Pokémon be "Ready to Fight"?
Yes. When your Pokémon faints your turn is over. You may send your next Pokémon at the Beginning of the next Round and it will be Ready to Fight.

If my Pokémon moves away during its turn, is it still in range of the foe?
Yes. Fight's are not static, people and Pokémon don't stay rooted the whole scene exchanging blows until someone falls unconscious. Pokémon Battles are dynamic, everyone is constantly moving even if they're not explicitly saying so.

I ordered my Pokémon to attack but the foe used a priority Move to attack me first, can I change the order into an Evasion?
Yes. As long as your Pokémon wasn't able to resolve its original action, you may order it to evade or even use another Priority Move.

Is it possible to extend the duration of effects such as Rain Dance or Lucky Chant?
Yes, at Storyteller's discretion.

Can I stack Attribute Increases on my Pokémon?
Moves that increase the same Attribute won't stack, but take the higher increase into account instead.
They don't stack with Items either, only with Abilities.

Can I increase the Damage on Z-Moves, Max Moves and G-Max Moves?
If you are of the appropiate Rank, you may.
Take into account that each Damage Dice you increase will cost you an Effect.

Can my Pokémon have Z-Moves, Max Moves and G-Max Moves at the same time?
It is certainly possible, but it will be up to your Storyteller.

If I'm using Multiple Actions, how many successes do I need to Evade or Clash an attack?
You just need to score as many successes as your foe, it doesn't matter if it's your first, second or fifth action. However, your next action WILL require an additional success, as Evading and Clashing do count as an Action.

Is it possible to Evade more than once per Round?
Only by using Double Team, Minimize or similar Moves.

Can I use the Move *Dig* to escape from a building or a cave?
Definetly. However, it may take some time depending on the terrain.
Use common sense.

Pokémon Abilities

Along with their amazing powers, Pokémon are born with special Abilities that define their species.
These Abilities may affect their personality and skill sets, and give them advantages in-and-out of battle.

Always consider the Ability of your Pokémon to aid you in any situation.

Sometimes Pokémon have more than one ability to choose from, outside of battle they can be used at will.

At the beginning of a battle, you must inform your storyteller which Ability your Pokemon will use.
It cannot be changed once the battle has started.

Wild Pokémon will always use the Ability that benefits them most in-battle, and the one that's most useful for their survival out of it.

Effects on Abilities do stack with effects on Moves, such as increasing or reducing attributes, but they rarely stack with each other, meaning that if two Pokémon have the same Ability only one will have effect.

A Pokémon can make use of an Ability that is not listed on their Pokédex entry at storyteller's discretion.
Remember to check on important notes at the end of this section.

Adaptability

The Pokémon will easily adapt to its surroundings, it will travel with ease no matter the terrain.

Whenever this Pokémon uses a Damaging Move that matches its Type, Add 1 Dice to the Damage pool of that attack.



Aerilate

The Pokémon never touches the ground, a neverending wind current can be felt swirling around it.

Normal-Type Attacks that the Pokémon uses will deal damage as if they were Flying-Type, affecting STAB, weakness and resistance. Add 1 Dice of damage to Flying moves.



Aftermath

When hurt or upset, the Pokémon will prepare to burst. If hit hard enough, it will explode on contact.

If this Pokémon faints due to a Non-Ranged Physical Attack , the user of that attack is dealt 2 Damage.



Air Lock

The Pokémon surrounds itself in a vacuum. Every particle of rain, sand, and hail stands floating still around it, and even heat is filtered out of the place.

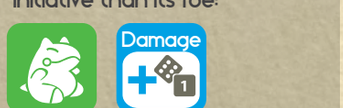
Negate all the effects of a Weather Condition in the field. If there are no weather conditions in the field, they cannot be activated by Moves or Abilities. If one is already active, it does not disappear but provides no effects.



Analytic

The Pokémon will never charge recklessly, it will take a moment to think about the best decision to make in any situation.

If this Pokémon has a lower initiative than its target, Add 1 Dice to all of its Damage Pools.



Anger Point

The Pokémon will easily get aggressive. Little to no provocation is needed for it to start throwing a tantrum and ripping everything to shreds.

If a foe lands a Critical Hit on this Pokémon, increase 3 Points to its Strength Attribute.



After receiving a Critical Hit.

Anticipation

The Pokémon is always alert for threats and rarely sits to relax. If it perceives a potential danger it will get anxious and start shuddering.

If a foe knows a move that would deal Lethal or Super Effective damage against this Pokémon, it will alert its Trainer.

Alerts of:



& Super Effective Moves

Arena Trap

The ground around this Pokémon becomes really soft and hard to walk in. When in danger, it will sink the ground around itself creating a shifting sand pit.

Foe Pokémon on the ground become Blocked, they cannot escape or be switched out for as long as this Pokémon is in the field.



Aroma Veil

This Pokémon lets off a nice smell that helps you to stay relaxed even under stressful situations.

User and Allies in range are immune to the effects of the moves:
Taunt, Torment Attract, Disable, Encore, and Heal Block.

Immunity to:



- Taunt
- Torment
- Encore
- Disable
- Heal Block
- Attract

Aura Break

Anyone emitting a particularly evil aura will be purified, anyone with an aura of purity will be corrupted by evil by coming close to this Pokémon.

Invert the effects that the Abilities Dark Aura and Fairy Aura have on their users. If said Abilities would increase a Dice Pool for their user, reduce it instead.

Invert the effects of:

Fairy Aura & Dark Aura

Bad Dreams

This Pokémon can transfer its evil intent through the world of dreams, wreaking havoc and bringing fear into the minds of those deep in slumber.

At the end of the Round, deal 1 Damage to anyone in the battlefield that has the Sleep Status Condition.



Ball Fetch

The Pokémon is a bit obsessed with playing "fetch the ball" it can play for hours and hours and never get bored of it.

Whenever you throw a pokéball to a wild Pokémon, if the roll for catching it is unsuccessful, the pokéball will not break, this Pokémon will bring it back to you at the end of the scene instead.

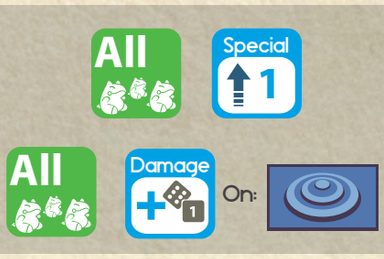


Brings back Pokéballs.

Battery

This Pokémon's presence creates an electric field that charges up electronics and even makes others feel energized.

Increase 1 point to the Special of all Ally Pokémon in Range.
Ally Pokémon get 1 Bonus Dice to all their Special Move's Damage Pool.



Battle Armor

The Skin of the Pokémon is covered by plates of a very resistant material, like rock, steel or an exoskeleton.

If a Foe lands a Critical Hit on this Pokémon, it will not get any Bonus Dice for it.



Battle Bond

The Pokémon forges a strong bond with those who face the fiercest battles. After a victory, a surge of power surfaces thanks to their friendship.

AFTER a foe is defeated by this Pokémon, if it has a Loyalty score of 5, change its Form into "Battle-Bond Form" (BBF) until the end of the scene or until it or its Trainer faints. Only one Pokémon per party may have this Ability.
Pokémon with this Ability can't hold a Mega-Stone.

User changes into Battle-Bond Form
- BBF increases by 2 the Limits of Strength and Special of the Pokémon.
- Redistribute Rank points on BBF as you see fit.
- Increase by 1 the Power of a Move of your choice.
- Restore its full HP & Will, and heal any Status Ailment upon changing forms.
- When in BBF, all combat damage inflicted on the Pokémon will also be dealt to its Trainer.

Beast Boost

A wicked satisfaction grows as this creature brings out destruction, for it becomes more savage with every foe that falls to its power.

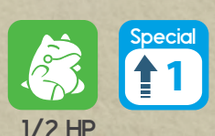
If a foe faints because of an attack dealt by this Ultra-Beast, Increase 1 Point to its Attribute with highest limit. Up to 3 points can be increased this way. Only Ultra-Beasts might have this Ability. Beast Boost can't be swapped or copied.



Berserk

This Pokémon is usually calm in demeanor, but when its life or someone it cares for is in danger, the adrenaline rush will transform it into an enraged beast.

When this Pokémon's HP is half or less, Increase its Special Attribute by 1.



Big Pecks

This tenacious Pokémon uses its beak to cover its weak spots.

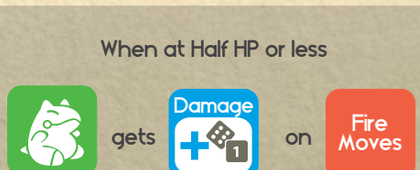
This Pokémon cannot have its Defense reduced.



Blaze

The Fire on this Pokémon's body will burn incredibly fierce just before fading.

When this Pokémon's HP is at half or less, Pain Penalization will not reduce successes from Damage rolls of its Fire-Type Moves, and they will get 1 extra die to their Damage Pool.



Bulletproof

The armor on this Pokémon's body protects it from projectiles and small explosions.

Reduce by 1 all damage from Special and Ranged Physical Attacks done to this Pokémon.



Cheek Pouch

The Pokémon is able to store food and objects inside its stretchy cheeks for later consumption.

This Pokémon restores 2 HP whenever it eats a berry with no HP healing effect. (e.g. Pecha Berry, Lum Berry)



Chlorophyll

The Pokémon synthesizes sunlight to get energy, if it's kept in a sunny environment it will rarely need to eat.

If Sunny Weather is in effect, Increase 2 Points to this Pokémon's Dexterity Attribute.



Clear Body

The Pokémon is completely aware of all its body surroundings, trying to sneak on it will be incredibly difficult.

Other Pokémon cannot Increase or Decrease the Attributes of this Pokémon. This Pokémon can still Increase or Decrease its own Attributes.



Cloud Nine

This Pokémon will easily feel pleased, and it's prone to be happier than others. No matter if it's sunny or rainy it will never feel gloomy.

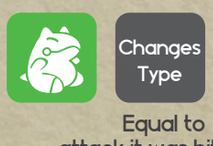
Negate the effects of Weather Conditions on this Pokémon.



Color Change

This Pokémon can change its color and energy to camouflage and merge with the surroundings.

When this Pokémon is dealt damage it will temporarily change its type to match the type of the move that just hit it. The effect ends if the Pokémon is removed from battle.



Comatose

For some reason this Pokémon is always asleep and can't wake up. Still, it is able to understand commands and move just as if it were sleepwalking.

The Pokémon permanently has the "Sleep" Status Condition but it is immune to its effects. This Pokémon can't be inflicted other Status Condition. Moves and Abilities affecting Asleep Pokémon still have an effect on it.



Competitive

This Pokémon's determination grows in the face of adversity. It is always trying to compete with those around it.

The first time this Pokémon gets an Attribute reduced by a foe during a battle, Increase 2 Points to its Special.



Compound Eyes

This Pokémon has a peripheral vision that allows it to locate its targets with great precision.

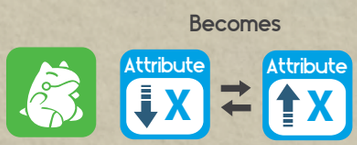
This Pokémon gets 2 Bonus Dice on the Accuracy Pool of any move with Reduced Accuracy.



Contrary

Most of the time this Pokémon will want to do the opposite of what you want. Sometimes it even contradicts itself.

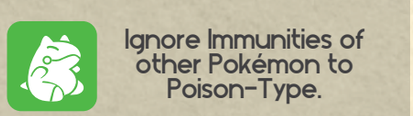
If anything would Decrease an Attribute of this Pokémon, Increase it instead. If anything would Increase an Attribute of this Pokémon, Decrease it instead.



Corrosion

This Pokémon's venom can eat through metal, wood, and most inorganic and organic materials. Be careful not to touch it!

Ignore any immunity the foe has to Poison-Type Damage and/or to be inflicted Poison and Badly Poisoned Status Ailments.



Cotton Down

The cotton fluff on this pokémon's body is constantly being shed, it can be used to make beautiful clothes but it's also bothersome to walk on.

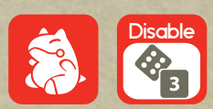
Is Pokémon is hit with a Non-Ranged Physical Attack, reduce the speed of all Pokémon close to it. (Allies and foes alike at storyteller's discretion)



Cursed Body

This Pokémon carries a curse within itself. Crossing this Pokémon is not a good idea.

Whenever this Pokémon is dealt damage with a Move, Roll 3 Chance Dice to Disable that move. More than one Move may be disabled this way.



Cute Charm

It may be its twinkly eyes or its rosy cheeks, but other people and Pokémon will try to win this Pokémon's heart.

If a foe hits this Pokémon with a Non-Ranged Physical Attack, roll 3 Chance Dice to make the foe fall in Love.



Damp

The Pokémon gathers the humidity in the air around itself. Lighting a spark or keeping a fire on, will be almost impossible close to it.

No ally or foe will be able to use the moves Explosion or Self-Destruct in an area around this Pokémon.



No Pokémon can use the moves:
- Self Destruct
- Explosion

Dancer

When someone begins to dance, this Pokémon dances too. It expresses its feelings and communicates through little jigs.

Whenever a Pokémon uses a Move with the word "Dance" (i.e. Dragon Dance, Petal Dance etc.) This Pokémon gets a free action to use the same Move immediately after and succeeds automatically. (Damage must be rolled)



Is able to use any Moves with the word "Dance" Previously performed.

Dark Aura

A powerful black aura comes out of this Pokémón, shrouding the field in darkness and filling everyone's hearts with evil, selfishness and corruption.

Increase 2 dice to all Damage Pools of Dark-Type Moves of all Pokémon in the field. This effect does not stack.
Pokémon and Trainers on the field will not cooperate with each other.



Dauntless Shield

The valorous resolve of this Pokémon makes it impervious to physical damage though sheer will. It's pressence can be unnerving.

Whenever this Pokémon enters battle, Increase 2 Points to its Defense.
Outside of battle, this Pokémon is immune to physical damage.



Dazzling

Its beautiful scales reflect light in a mirror-like manner, no one can help but to stop on their tracks when they glance at this Pokémon.

Foes cannot use Priotity Moves against this Pokémon.

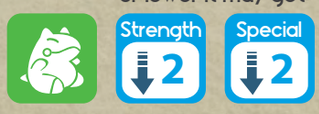


Defeatist

This Pokémon is a pessimist by nature. When things get difficult, it will be the first to give up.

If this Pokémon is at half or less of its total HP, roll this Pokemon's Loyalty every action, if the roll fails Reduce 2 Points to its Strength and Special Attributes for that action. If it's successful it may keep its attributes unchaged.

When its HP is at half or lower it may get:



Defiant

This Pokémon will not yield, the harder the situation gets, the higher its fighting spirit will grow. It may, however, be a bit of a rebel.

The first time this Pokémon has an Attribute reduced during a battle, Increase 2 Points to its Strength.

When it gets:



Delta Stream

The wind currents blow through the entire battlefield, Pokémon might be blown away if they don't know how to fly.

When this Pokémon comes out, it automatically starts the effects of Strong Wind Weather. The effects end when the Pokémon leaves the battle. (In case of stalemate, The Pokémon with highest Will might keep the dominant weather)



Desolate Land

The sun burns so hot your skin gets red and blistered, all water evaporates, and every step of this Pokémon makes the ground become molten lava.

When this Pokémon comes out, it automatically starts the effects of Harsh Sunlight Weather. The effects end when the Pokémon leaves the battle. (In case of stalemate, The Pokémon with highest Will might keep the dominant weather)



Disguise

This Pokémon wears a convincing disguise of another Pokémon. If it receives damage, the disguise will break, making it appear as if it received a fatal injury.

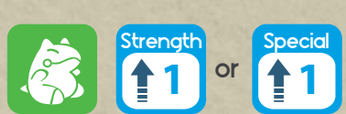
The first time this Pokémon would receive damage during a battle, reduce that damage to zero.
Entry Hazards, Weather Conditions and Status Ailments do not trigger this Ability.



Download

This Pokémon is able to scan and access digital data within computers and download the info into itself. Too much data might make it feel heavy.

When this Pokémon comes out it will scan its foes and provide information about them. It will then Increase 1 Point to either Strength or Special Attribute at Storyteller's discretion.



Drizzle

The sky will keep raining in an apparent never-ending storm for as long as this Pokémon wants to.

When this Pokémon comes out, it automatically starts the effects of Rain Weather. The effects end when the Pokémon leaves the battle. (In case of stalemate the Pokémon with higher Will might keep the dominant weather)



Drought

The Sunlight will be harshly bright, and the heat will increase in the field for as long as this Pokémon wants to.

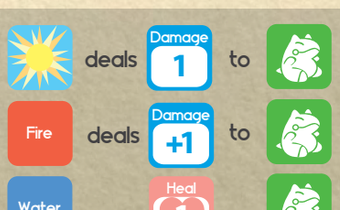
When this Pokémon comes out, it automatically starts the effects of Sunny Weather. The effects end when the Pokémon leaves the battle. (In case of stalemate the Pokémon with higher Will might keep the dominant weather)



Dry Skin

The skin of this Pokémon will need special care, constant hydration and protection against heat.

If Sunny Weather is in effect, this Pokémon will receive 1 damage at the end of each round. Fire attacks will deal 1 additional Damage to this Pokémon.
Water attacks may heal 1 HP to this Pokémon instead of dealing damage.



Early Bird

Pokémon with this ability are light sleepers that will easily rise from slumber. They wake up full of energy with just a couple hours of sleep.

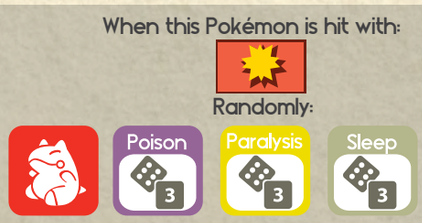
The time this Pokémon would be asleep is reduced by half, it will only need to score 2 successes on its Insight roll to wake up in battle.
This effect does not apply for the move "Rest"



Effect Spore

When stressed, this Pokémon will leak spores through its body that scatter in the air causing severe allergies.

If hit by a Non-Ranged Physical Attack, the Pokémon rolls 3 Chance Dice to Poison, Paralize or Sleep the foe at random.



Electric Surge

The Pokémon can surround itself with an electric field that fills the air with tension and keeps everyone on edge.

When this Pokémon comes out, it automatically starts the effects of the Move Electric Terrain. (In case of stalemate the Pokémon with higher Will might keep the dominant Terrain)



Emergency Exit

The Pokémon makes tactical escapes when the situation escalates out of control. You may force him to fight despite this but it won't like it.

Whenever this Pokémon reaches half or less of its HP, it will switch out to its pokéball, sending an Ally to take its place. If there is no Ally, the battle may end. This Ability's effect is not affected by Block.



Fairy Aura

A powerful pink glowing aura comes out of this Pokémón, covering the field in a glimmering light, filling everyone's hearts with peace, hope and love.

Increase 2 dice to all Damage Pools of Fairy-Type Moves of all Pokémon in the field. This effect does not stack.
Pokémon and Trainers on the field will not attack the user of this Ability.



Filter

This Pokémon uses an invisible energy field to filter away harmful energies and substances.

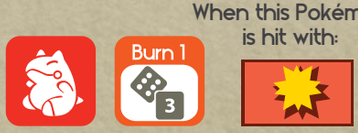
If a foe uses a move that would deal Super Effective Damage to this Pokémon, reduce by 1 the total Damage from that attack.



Flame Body

This Pokémon can willingly ignite its body on fire, receiving no harm from it. Objects that come in contact with this Pokémon may catch fire.

When hit by a Non-Ranged Physical Attack, this Pokémon rolls 3 Chance Dice to burn the foe.



Flare Boost

Pokémon with this Ability benefit from the extreme heat produced by fire. It might be somewhat of a pyromaniac.

If this Pokémon gets any Burn condition, Increase 2 points to its Special attribute.



Flash Fire

This Pokémon is capable of consuming other fire sources and adding them to its own. Walking through embers, fire, lava and hell feel like a breeze to it.

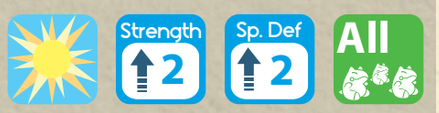
The first time this Pokémon is hit by a Fire-Type move, add 1 Extra Die to the Damage Pool of Fire-type Moves this Pokémon uses until the end of the scene. Fire-type moves do not deal damage to this Pokémon.



Flower Gift

This Pokémon petals radiate full of energy when the sun shines bright. The energy irradiated makes those around feel stronger.

If Sunny weather is in effect, Increase 2 Points to the Strength and Sp.Defense Attribute of the user and its allies.



Flower Veil

This Pokémon makes flowers grow in gardens and near other Pokémon to protect them from harm.

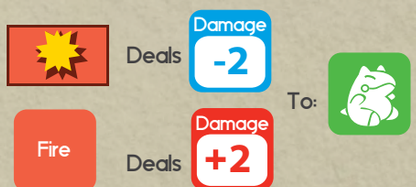
User and allies can't have their Attributes reduced.
User and allies can't have any Status Condition inflicted on them.
Previously inflicted Attribute reductions and/or ailments remain.



Fluffy

This Pokémon's fur is so fluffy you could die So soft and snuggly that it invites you to hug it. Tumble dry with no heat, do not iron.

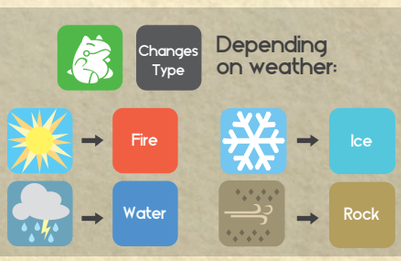
Reduce by 2 the Damage dealt to this Pokémon by All Physical Attacks.
Incread by 2 the Damage dealt to this Pokémon by Fire-Type Attacks.



Forecast

This Pokémon can absorb the elements around to adapt and survive even under extreme conditions.

The Type of this Pokémon will change depending on the active weather. Fire under Sun, Water under Rain, Ice under Hail and Rock under Sand.



Forewarn

When this Pokémon feels bad intentions or disaster approaching, it will mentally warn its trainer. The trainer must make a roll of Insight to get the message.

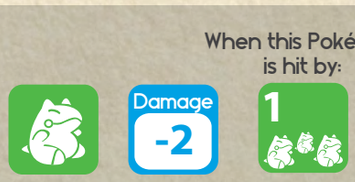
In battle, this Pokémon will warn about the strongest move one of its foes has. Storyteller has to reveal it to the trainer of this Pokémon in secret.



Friend Guard

The Pokémon is adorable and wakes the parental instincts in others. All of its allies will seek to protect it all the time.

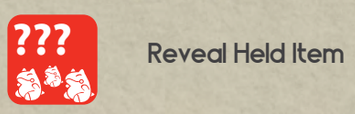
If this Pokémon is hit by a move performed by an ally, Reduce by 2 the damage dealt to it.



Frisk

This Pokémon can see the items others may be carrying, even if they are hidden.

When this Pokémon enters the battlefield, Storyteller must reveal its trainer the held item of one foe.



Full Metal Body

This Pokémon's body is a thick metal armor, its shiny coat cannot be muddled. Look inside of it and you may be blinded by the sun's brightness.

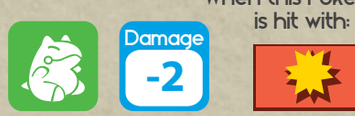
Other Pokémon cannot Decrease the Attributes of this Pokémon.
This Pokémon can still Decrease its own Attributes.



Fur Coat

This Pokémon's fluffy exterior is cuddly, soft, hypoallergenic, and also serves as a cushion against powerful blows.

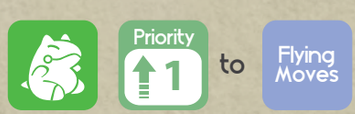
Reduce by 2 the Damage dealt to this Pokémon by All Physical Attacks.



Gale Wings

This Pokémon's wings are perfectly designed to ride the roughest winds effortlessly.

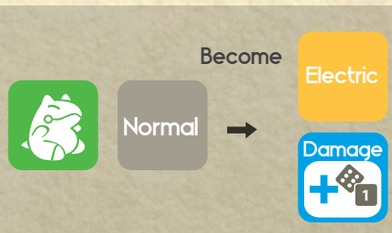
Add "Priority" to all Flying-Type Moves of this Pokémon.



Galvanize

The body of this Pokémon is surrounded by electrical currents, this makes it very energized in everything it does.

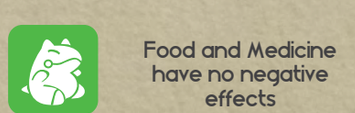
Normal-Type Attacks that the Pokémon uses will deal damage as if they were Electric-Type, affecting STAB, weakness and resistance.
Add 1 Extra Die of Damage to Electric Moves.



Gluttony

This Pokémon eats all day long, it has no problem to find food sources since not a picky eater at all.

This Pokémon can eat any type of food, medicine or herbal medicine with no negative effect. This pokémon can eat any held berries at any point of the battle as a free action.



Gooey

This Pokémon's sticky ooze will rub into anyone that touches it. This may become quite a burden. On the bright side, it is a natural and organic glue.

The first time an opponent hits this Pokémon with a Non-Ranged Physical Attack, reduce 1 Point to its Dexterity Attribute.

When this Pokémon is hit with:



Gorilla Tactics

The Pokémon manners leave a lot to be desired, it is brutish and uncivilized, its only approach to facing problems: "Smash it!"

At the start of the fight, choose a Move. Increase 1 point to this Pokémon's Strength Attribute, it can only perform the chosen Move but it may Evade every Round. This effect resets if the Pokémon is recalled from battle.



Can only perform a Single Move and Evade.

Grass Pelt

This Pokémon has a lush coat of grass to protect its body, even if you cut it, it will regrow in a few days.

If the effects of the move Grassy Terrain are active, Increase 2 Points to this Pokémon's Defense Attribute.



When Grassy Terrain is active.

Grassy Surge

The Pokémon can surround itself with an grass field that makes it easy to relax and laze around in the sun.

When this Pokémon comes out, it automatically starts the effects of the Move Grassy Terrain. (In case of stalemate the Pokémon with higher Will might keep the dominant Terrain)



Gulp Missile

This Pokémon is an excellent hunter, when diving into a pool of water it will always come out with prey. And it will sometimes use the prey as a weapon...

If this Pokémon uses the Moves Surf or Dive, it will change forms after dealing damage. "Gulping Form" if it has more than half HP remaining, "Gorging Form" if it has half or less HP remaining. If the Pokémon is dealt damage by a foe when it is in any of this Forms, deal 2 Dice of Damage and an effect to it. Return this Pokémon to its regular form afterwards.

This Pokémon uses the Move "Surf" or "Dive"

User changes into Gulping Form

If it receives damage:



User changes into Gorging Form

If it receives damage:



Guts

This Pokémon dares to do everything no one else dares to, and won't lose its determination easily, it may be a little reckless, though.

While affected by a Status Condition, Increase 2 Points to this Pokémon's Strength Attribute.



Harvest

This Pokémon will naturally produce edible fruits in a short period of time, if fed with berries it will start growing them too.

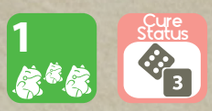
If this Pokémon uses a berry as a held item during a fight, the berry will grow back at the end of the day.

Regrows Berries.

Healer

The Pokémon has healing powers, and will use them without hesitation to aid others.

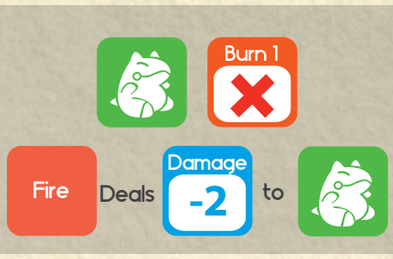
If an Ally on the battlefield has a Status Ailment, at the End of the Round this Pokémon rolls 3 Chance Dice to heal it.



Heatproof

This Pokémon can resist very high temperatures without trouble.

Burn 1 deals no Damage to this Pokémon.
If this Pokémon is hit by a Fire-Type Attack, Reduce the damage dealt by 2.



Heavy Metal

The metal covering the body of the Pokémon is so thick that it easily doubles the normal weight of the Pokémon.

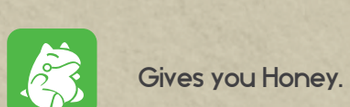
Moves with damage based on weight get their damage pool modified accordingly.



Honey Gather

The Pokémon produces its own honey, you can get a small barrel of high quality honey every day.

A small barrel of honey can be sold for up to $100.
Honey attracts wild Pokémon and feeding a Pokémon with it will make it happy.



Huge Power

The Pokémon has an unnatural source of Strength beyond its physical appearance.

This Pokémon has a permanent increase of 1 point to its Strength attribute.



Hunger Switch

This Pokémon becomes really upset if it gets hungry, it will bite and act out unless you constantly give it snacks.

At the End of the Round, switch this Pokémon's form.
Only Morpeko may have this ability. This ability cannot be copied or switched.



Hustle

The Pokémon will perform everything in a hurry, usually being kind of sloppy.

This Pokémon gets an extra Reduced Accuracy and 2 Extra Dice to the Damage pool for all its Physical Attacks.



Hydration

The Body of the Pokémon absorbs water and uses its moisture to maintain a healthy state.

When Rain weather is in effect, this Pokémon will cure any status ailment it has at the end of the round.



Hyper Cutter

The claws of this Pokémon are very sharp and can't be dulled.

This Pokémon cannot have its Strength Attribute reduced by any means.



Ice Body

The Pokémon's body is almost frozen, it feels at home when temperatures are below zero.

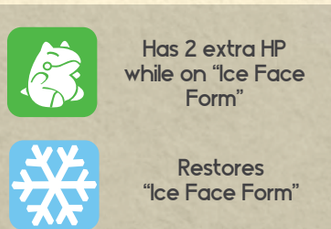
If Hail Weather is in effect you may restore 1 HP to this Pokémon at the end of the round. This Pokémon is immune to damage from Hail weather.



Ice Face

This Pokémon's face is covered by thick block of ice that serves as cover for its body. If it breaks it will need very cold temperatures to form it again.

The Pokémon has 2 extra HP when it is on "Ice Face form". If the Ice receives 2 damage, change the Pokémon's form to "No-Ice Form". To restore "Ice Face Form" the Pokémon must be out one whole Round while Hail weather is active.



Ice Scales

This Pokémon's body is covered by crystal scales made of ice. Always cold to the touch, it easily deflects most projectiles, energy and light on its surface.

Reduce by 2 the Damage dealt to this Pokémon by All Special Attacks.



Illuminate

The Pokémon naturally produces light through its body. Other Pokémon approach curiously when they see this light.

Increases the chance of random Wild Pokémon encounters.
If there were enviromental challenges where there is reduced visibility, this Pokémon and it's allies are immune to the effects.



Illusion

The Pokémon casts an illusion on itself to look like another creature it has seen. The illusion is undistinguishable from the real one.

When this Pokémon comes out, it will have the form of another Pokémon in the party, it will regain its original form if it receives damage.
When taking a human form it cannot speak and its tail may remain visible.



Immunity

The Pokémon has a very strong immune system and will rarely get sick. It could even eat rotten food without getting sick.

Poison and Badly Poison Status deal no damage to this Pokémon.



Imposter

This Pokémon can alter its own cell structure extremely fast to transform into a copy of another being.

As soon as it enters to battle, this Pokémon will be under the effects of the move Transform.



Uses "Transform" automatically

Infiltrator

The Pokémon is very stealthy with its movements, it is naturally harder to detect than others.

Shield Moves, Safeguard, Substitute, Light Screen, and Reflect are ignored by this Pokémon.

Ignores:



& – Light Screen
– Reflect
– Safeguard
– Substitute

Innards Out

As it has no extremities, this Pokémon expels its own internal organs to use them as limbs or to defend itself from harm. Gross but effective.

If an attack would faint this Pokémon, it inflicts damage on the foe equal to whatever remaining HP it had.

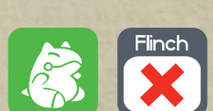


When this Pokémon Faints.

Inner Focus

The Pokémon is extremely serious and focused on everything it does.
It remains calm and never backs down, even if it's getting severly injured.

This Pokémon does not Flinch and cannot be Intimidated.
(Intimidate Ability does not have any effect against this Pokémon.



Insomnia

The Pokémon does not need to sleep, it will be awake no matter the hour.

This Pokémon is not affected by the Sleep Status.



Intimidate

This Pokémon has an overwhelming presence that inspires both fear and respect from others.

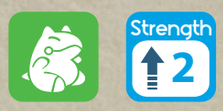
When this Pokémon comes into battle, Reduce 1 Point to the Strength of all foes in range. This effect will last for as long as this Pokémon is out.
Reduce random encounters with wild Pokémon.



Intrepid Sword

This audacious Pokémon's is fearless to any challenge, its strength increases through sheer will. It's presence can be very menacing.

Whenever this Pokémon enters battle, Increase 2 Points to its Strength.
Outside of battle, this Pokémon can cut through any surface.



Iron Barbs

This Pokémon is covered with sharp steel quills that hurt anyone who may touch them carelessly.

Whenever this Pokémon is hit with a Non- Ranged Physical Attack, Roll 1 Die of Damage against the attacker.



Iron Fist

The hands of this Pokémon are very strong and heavy, when curled into fists they can go through anything.

Add 1 Dice to the Damage Pool of Fist Based moves.



Justified

This Pokémon has an innate sense of justice, wrong doings will make them really angry.

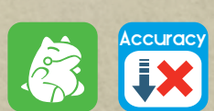
The first time this Pokémon is hit by a Dark-Type Attack or if it has witnessed something it considers unjust, Increase 1 Point to its Strength Attribute.



Keen Eye

This Pokémon has an exceptional sight, locating small or far away objects will be a lot easier.

This Pokémon cannot have successes removed from its Accuracy rolls by Moves, Items or Abilities.
Pain Penalizations and Difficulty Penalties may still apply.



Klutz

This Pokémon does not understand how to use tools correctly usually using them in unexpected ways.

Held items won't have any effect on this Pokémon.



Immune to Held Item effects.

Leaf Guard

The leaves on this Pokémon expand with the sun to cover its body.

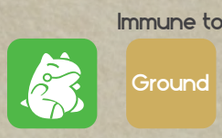
If Sunny weather is in effect, this Pokémon can't have any Status Conditions inflicted. Previously inflicted conditions remain.



Levitate

The Pokémon floats to move around without touching the ground.

Ground-Type moves and effects on the ground won't affect this Pokémon. If a Pokémon uses a move that binds it to the ground the effects are lost until it is free again.



Libero

This Pokémon always has its mind in the game. It will favor a defensive position and make the best special passes when it finally attacks.

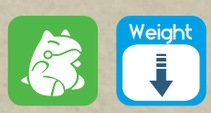
Whenever this Pokémon uses a move, first change its type to that of the move. If the move is an attack and deals damage, use the appropriate STAB.



Light Metal

The Material covering its body will be light as a feather, causing this Pokémon to weight from 50% to 75% less than it is supposed to.

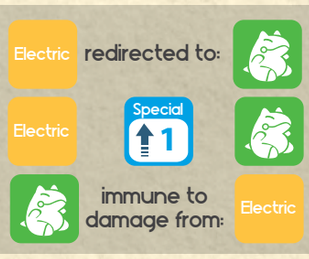
Moves with damage based on weight get their damage pool modified accordingly.



Lightning Rod

This Pokémon will attract lightning and electricity to itself to charge its power.

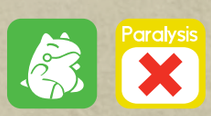
If anyone uses an Electric-Type move with a Single target, it will be redirected to this Pokémon; it is immune to damage from them. The first time this Pokémon is hit by an Electric-Type move, Increase 1 Point to this Pokemon's Special.



Limber

The muscles of this Pokémon are incredibly flexible and elastic. Easing their movement, agility and grace.

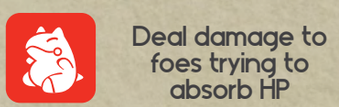
This Pokémon is not affected by the Paralysis Status.



Liquid Ooze

The Pokémon produces a pestilent and toxic ooze within its body. Do not attempt to eat it.

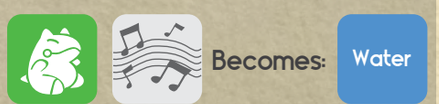
If hit by a move that would asborb this Pokemon's vital energy (Leech seed, Dream Eater, Drain Punch, etc.) it will instead deal that amount as damage.



Liquid Voice

Sound waves from its voice turn the moisture in the air into water, seemingly conjuring dew, rain and even cascades out of nothing.

All Sound-Based Moves this Pokémon uses are considered Water-Type.



Long Reach

The Pokémon is able to attack through the shadows of objects and foes meanwhile the real targets suffer the damage.

All Attacks made by this Pokémon are considered Ranged attacks.



Magic Bounce

The Pokémon will use psychic control on its foe to make it indirecly harm itself, making it look like magic.

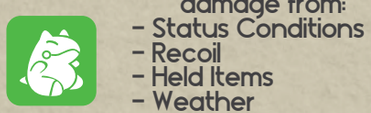
All Support moves that target this Pokémon or its side of the battlefield will have its effects redirected into the foe's instead.



Magic Guard

The Pokémon is covered by a faint energy that stops any minor harm that may come its way.

This Pokémon won't receive damage from Status Conditions, Recoil, Held Items or Weather Conditions.



Magician

This Pokémon excells at performing simple magic tricks that amaze others, such as conjuring and vanishing objects nearby in the blink of an eye.

This Pokémon will steal the Held Item of a foe it just hit.
For information on Held Items see p. 83.



Magma Armor

The body of the Pokémon is always hot to the touch, it can heat a large room just by standing inside and can also endure high temperatures.

This Pokémon is not affected by the Frozen Status.



Magnet Pull

This Pokémon can activate a magnetic field around itself to attract all kinds of metals.

All Steel-Type Pokémon on the field are Blocked.



Marvel Scale

The beautiful scales of this Pokémon will harden when its body is under stress.

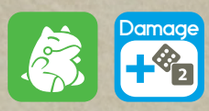
If this Pokémon has a Status Ailment, Increase 2 points to its Defense Attribute.



Mega Launcher

The cannons on this Pokémon's body allow it to fire extremely powerful attacks.

Add 2 Extra Dice to the Damage pool/Healing Pool of moves with the keyword "Pulse" and "Aura" on their name.



On moves with the keyword: Pulse & Aura

Merciless

Once this Pokémon senses weakness, it begins acting according to their brutal nature. They can be cruel if not put on their place.

If the Foe is inflicted with Poison or Badly Poison, all of this Pokémon Moves are considered to be Critical Hits. This Pokémon will not hold back when using Lethal Damage Moves at Storyteller's discretion.



Mimicry

This Pokémon's body is perfect for camouflaging in the ground. It can sometimes get lost but you will find it if some unfortunate victim steps on it.

If there is a Terrain Move active (i.e. Electric Terrain, Psyichic Terrain etc.) Change this Pokémon's main type to match the active Terrain. Restore its original main type if the terrain effects end.

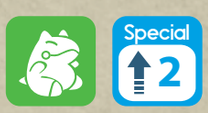


Depending on the Terrain

Minus

This Pokémon has a natural Negative charge. It will attract Positive charge and repel other negative charge. They are prone to feel blue.

If an ally Pokémon on the field has the ability "Plus", Increase 2 Points to the Special Attribute of this Pokémon.



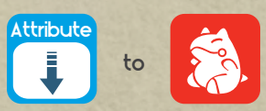
If an ally has the ability: Plus

Mirror Armor

The Pokémon's body is covered with a shiny armor. Said armor will repel and bounce back anything intending to weaken it.

All Attribute-reducing effects that target this Pokémon or its side of the battlefield will have its effects redirected into the foe's instead.

Bounce back:



Misty Surge

The Pokémon can surround itself with a Misty field that it's eerily quiet, it feels peaceful and soothing but also lonesome and isolated.

When this Pokémon comes out, it automatically starts the effects of the Move Misty Terrain. (In case of stalemate the Pokémon with higher Will might keep the dominant Terrain)



Mold Breaker

This Pokémon will find unusual ways to achieve its goals. They are inventive and go around problems.

If a foe Pokémon has a type, an immunity, or an Ability that would prevent this Pokémon from attacking with a certain Move, ignore it.



Ignore Immunities of other Pokémon.

Moody

The Pokémon will have some severe mood swings, and be temperamental most of the time. Hopefully it's just a phase.

At the end of each round, reset Attributes modified by Moody, then Reduce 1 Point to a random Attribute and Increase 1 Point to another random Attribute.



Motor Drive

This Pokémon absorbs electricity and stores it as energy to run faster.

The first time this Pokémon is hit by an Electric-type move, Increase 1 Point to its Dexterity Attribute. This Pokémon doesn't receive damage from Electric-type moves.



Moxie

This Pokémon is naturally fierce and will try to get to a position of power by defeating the alphas in the pack.

If a foe faints because of an attack dealt by this Pokémon, Increase 1 Point to its Strength Attribute. Up to 3 points can be increased this way.



Multiscale

This Pokémon is covered by two layers of hard scales, if one layer is damaged it will be shed and regrown later.

If this Pokémon was at full health, Reduce by 1 the damage dealt by an attack.



Multitype

All the energies that created the universe flow raw through this Pokémon's body and it harnesses whichever is more convenient at the moment.

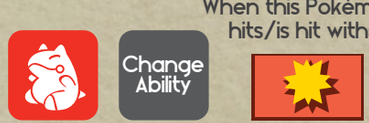
This Pokémon can freely change its Type at any moment.
This Ability can't be copied, switched, changed, ignored, or negated in any way.



Mummy

This Pokémon will curse whoever dares to inflict harm upon them, the curse may even last for generations and will need the aid of a medium to lift it.

When this Pokémon hits or gets hit with a Non-Ranged Physical Attack, the foe's ability is changed to Mummy.



Natural Cure

This Pokémon's body will generate substances to heal itself. They can be used to create medicine.

At the end of the round, if this Pokémon has a Status Ailment, it Rolls 3 Chance Dice to heal itself.



Neuroforce

This Pokémon's psychic power is overwhelming and can be felt even by simply standing nearby. It will exploit any weakness it finds in your mind.

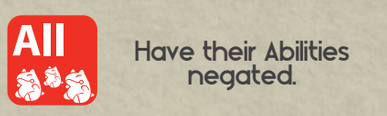
This Pokémon will deal 1 automatic Damage on any Move that is Super Effective against a foe.



Neutralizing Gas

The Pokémon is surrounded by a sweet-smelling but noxious gas.
Most people and Pokémon can't help but to stop and smell it, though.

Foe Pokémon in range will have their Abilities effects negated as long as this Pokémon is out.



No Guard

This Pokémon can focus on attacking perfectly but will be open to the attacks of its foes as it won't focus on anything but its precision.

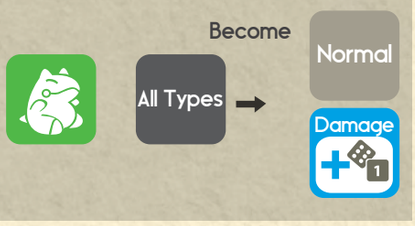
You can declare you won't make any Evasion Action at the start of the Round. If you do, roll all moves of this Pokémon as if they had no reduced accuracy.



Normalize

The Pokémon's actions are never impressive, always dull and never seem to accomplish anything exceptional.

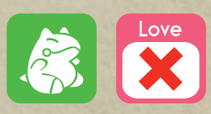
All the moves known by this Pokémon are considered Normal Type. Affecting STAB, weaknesses, immunities, and resistances. Add 1 Dice of Damage to all Normal Moves.



Oblivious

This Pokémon will rarely have a satisfactory social interaction. It'll be too self-absorbed to take the hints of what is expected from it.

This Pokémon is not affected by the Love Status. It is immune to the effects of moves that affect its feelings such as Taunt, Charm, Captivate etc.



Overcoat

The Pokémon will have a protective coat surrounding its body that allows it to live under extreme weather conditions.

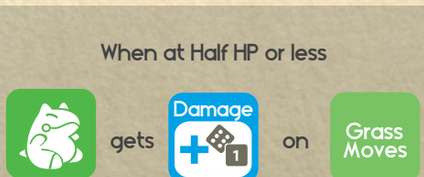
This Pokémon won't be damaged by weather conditions.



Overgrow

When this Pokémon is hurt, it will grow huge plants in its body to defend itself, this plants are very strong but wither quickly.

When this Pokémon's HP is at half or less, Pain Penalization will not reduce successes from Damage rolls of its Grass-Type Moves, and they will get 1 extra die to their Damage Pool.



Own Tempo

This Pokémon will do everything at its own pace, peer pressure will be ignored. It's behaviour reflexive and calm... maybe too calm.

This Pokémon is not affected by the Confused Status.



Parental Bond

The Pokémon and its youngling are really close to each other, they do everything together. The parent is very protective.

All of the Damage Pools of this Pokémon get rolled twice. Choose the highest roll to deal damage to the foe.

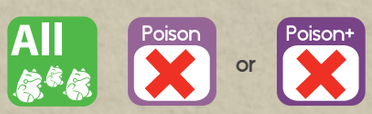


Roll Damage twice, choose highest roll.

Pastel Veil

The Pokémon is surrounded by a soft-colored glimmer. This energy feels pure and full of innocence. Untaintable and otherwordly.

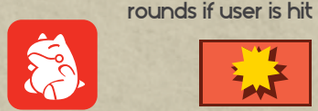
User and Allies in range are immune to Poison and Badly Poison.
If the condition was inflicted before this Pokémon came out, it will remain.



Perish Body

This Pokémon's silently curses those who cross it. Condemning their souls to suffer as it has suffered. Avoid this Pokémon, lest you suffer its grudge.

If this Pokémon is hit with Non-Ranged Physical Attack, the Foe will receive its remaining HP as damage and faint after three Rounds, unless it is removed from battle.



Will faint after three rounds if user is hit with:

Pick Up

This Pokémon will often gather objects and keep a small hoard of treasure it may share with you.

If this Pokémon was out of its Pokéball, at the end of the scene see what it found for you at Storyteller's discretion.

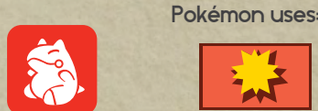


Gets you an item at the end of a Scene.

Pickpocket

The Pokémon will instinctively steal from others. It takes whatever it can when people are not looking.

If this Pokémon is not holding an Item it will steal the held Item of the foe it just hit with a Non-Ranged Physical Attack.
For information on Held Items see p. 83

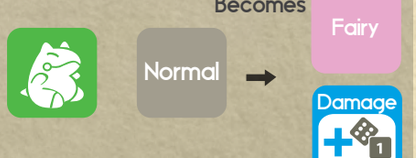


Steals Held Item after this Pokémon uses:

Pixilate

This Pokémon scatters fairy dust that brings happy thoughts to the mind. Everything it does looks incredibly adorable.

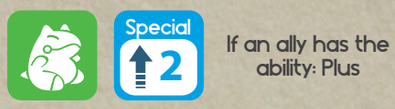
Normal-Type Attacks that the Pokémon uses will deal damage as if they were Fairy-Type. Affecting STAB, weakness and resistance.
Add 1 extra Die of Damage to Fairy Moves.



Plus

This Pokémon has a natural Positive charge. It will attract negative charge and repel other positive charge. It has a red blush all the time.

If an ally Pokémon has the ability "Minus", Increase 2 Points to the Special Attribute of this Pokémon.



Poison Heal

The Pokémon has an immunity to any poison and also assimilates that venom as an energy source.

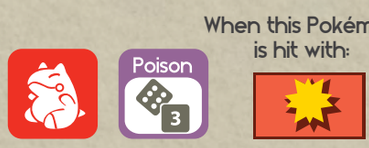
If this Pokémon becomes poisoned or badly poisoned. It will Heal 1 HP at the end of each round instead of receiving damage. The Poison will be completely absorbed after 3 Rounds.



Poison Point

The pointy thorns and scales on this Pokémon release poison that will infect anyone who touches them roughly. Wear gloves when handling them.

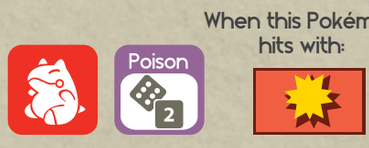
If this Pokémon is hit by a Non-Ranged Physical Attack, Roll 3 Chance Dice to Poison the foe.



Poison Touch

Venomous substances will ooze through the body of this Pokémon, you'll become very sick if it touches you.

If this Pokémon hits its foe with a Non-Ranged Physical Attack, Roll 2 Chance Dice to Poison the foe.



Power Construct

Small cells gather around this Pokémon and are absorbed into its body.
It grows bigges and stronger as more cells come together.

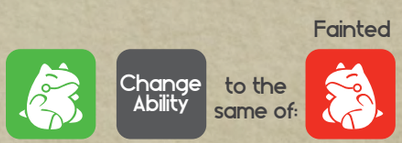
At the end of the Round, if this Pokémon has half or less of its HP, change its Form to the next one. When this Pokémon changes Form, remove Status Ailments & restore its full HP & Will. This Ability can't be copied, switched, or changed.



Power of Alchemy

This Pokémon can absorb the essence of everything it touches, fusing with the chemical composition and even the genes of discarded trash.

For the next 24 Hours the Pokémon copies the ability of a fainted foe.
Multiple Abilities may be copied this way, but only one may be active during combat. (Certain Abilities cannot be copied at Storyteller's Discretion)



Power Spot

The Pokémon releases a mysterious energy that messes up with electronics and compasses but can somehow make you feel very energized.

Increase 1 Extra Die to the Damage Pools from Moves of One Ally.
This Effect does not stack on the same Ally if multiple Pokémon use this Ability.



Prankster

This Pokémon will always have a michievous twinkle on its eyes, no one around will be safe from its pranks.

Add Pritority +1 to all Support moves of this Pokémon.



Pressure

Being around this Pokémon will be very stressing and demanding, even the bravest will feel themselves faltering.

While this Pokémon is out, reduce the total Will Points of all foes by half, rounded down.



Primordial Sea

The torrential rain barely lets you breath, the field quickly becomes flooded and you must swim to stay afloat. No fire can be ignited at a time like this.

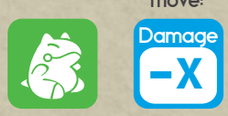
When this Pokémon comes out, it automatically starts the effects of Typhoon Weather. The effects end when the Pokémon leaves the battle. (In case of stalemate, The Pokémon with highest Will might keep the dominant weather)



Prism Armor

This Pokémon's body is an incredibly resilient armor. It manages to withstand even hits that should shatter it into pieces.

Negate all automatic Damage from any Super Effective Move dealt to this Pokémon.



Propeller Tail

The Pokémon's tail allows it to maneuver very easily while in the water. It has no problem making sudden sharp turns to pursue and catch its prey.

Ignore any Moves or Abilities that would redirect this Pokémon's Moves into another target. (i.e. The Move "Follow Me", the Ability "Lightining Rod" etc.)



Protean

This Pokémon's versatile body gives it proficiency on practically everything it sets out to do.

Whenever this Pokémon uses a move, first change its type to that of the move. If the move is an attack and deals damage, use the appropriate STAB.



Psychic Surge

The Pokémon can surround itself with a Psychic field that makes everyone pause, hearing things that are not there.

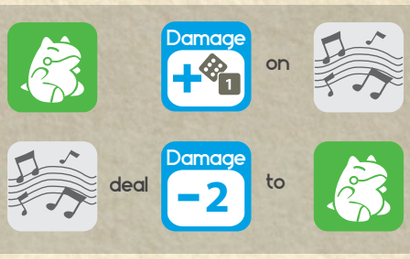
When this Pokémon comes out, it automatically starts the effects of the Move Psychic Terrain. (In case of stalemate the Pokémon with higher Will might keep the dominant Terrain)



Punk Rock

The Pokémon loves music and loud noises. It is constantly jamming with its air guitar and can easily improvise a music number out of nothing.

Sound-Based Moves this Pokémon uses have 1 Extra Die to their Damage Pool. Sound-Based Moves deal 2 less Damage to this Pokémon.



Pure Power

The Pokémon makes use of its Psychic powers to move objects several times bigger.

This Pokémon has a permanent increase of 1 point to its Strength attribute.



Queenly Majesty

This Pokémon's presence commands awe and respect. Others have no choice but to do as it says, whoever tries to outplay it, will feel its discontent.

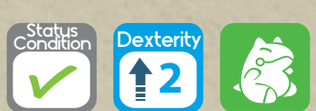
Foes cannot use Priotity Moves against this Pokémon.



Quick Feet

Most of the time this Pokémon will seem to be in a hurry. When pressured, it will move faster than normal.

While affected by any Status Condition, Increase 2 Points to this Pokémon's Dexterity Attribute. The Pokémon may be inflicted with Paralysis condition but this Ability prevents its effects.



Rain Dish

The Pokémon will store rain water for drink and nourishment.

If Rain weather is in effect, you may restore 1 HP to this Pokémon at the end of each Round.



Rattled

When this scaredy Pokémon becomes startled or scared it will make haste to get away from danger.

The first time this Pokémon is hit by a Bug, Dark, or Ghost-Type Attack, Increase 1 Point to its Dexterity Attribute.



Receiver

This Pokémon is used to learning the tactic behavior of other Pokémon with which they have a bond.

If an Ally is fainted in battle, this Pokémon may copy their ability for the next 24 hours. Only one Ability may be copied this way. (Certain Abilities cannot be copied at Storyteller's Discretion)



Reckless

The Pokémon will often get into risky situations in order to get what it wants. They are prone to risk their lives without thinking on the consequences.

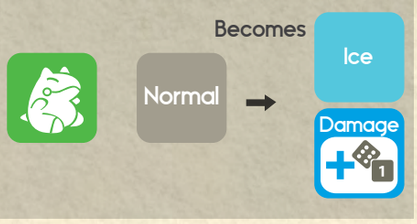
When this Pokémon performs a move with Recoil, Add 2 Extra Dice to the Damage Pool of that move.



Refrigerate

This Pokémon's body works akin to a freezer, it can freeze things just by touching them.

Normal-Type Attacks that the Pokémon uses will deal damage as if they were Ice-Type. Affecting STAB, weakness and resistance. Add 1 Die of Damage to Ice moves.



Regenerator

The body of this Pokémon will regenerate from damage really quick, wounds that would take days to heal will get better in a few hours.

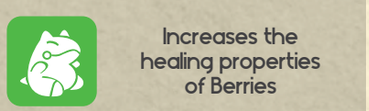
This Pokémon may Heal up to 4 Damage or up to 2 Lethal Damage on its own every day. The Pokémon must be out of combat to benefit from this effect.



Ripen

The Pokémon can ripen fruits and berries in no time to make them extra sweet and delicious, healing berries will have their effects boosted.

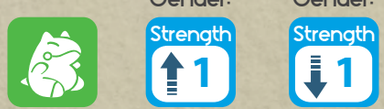
Moves that use berries for added effects will have 2 Extra Dice on their Damage Pool (i.e. "Natural Gift" etc.)
Increase the Healing properties of Berries at Storyteller's discretion.



Rivalry

The Pokémon will be very competitive with others to prove its position as the alpha of the group, however, it will try to gain the favor of possible mates.

If this Pokémon has a foe of the same gender, Increase 1 Point to its Strength Attribute.
If the foe is the opposite gender, Reduce 1 Point to its Strength Attribute.



RKS System

The Pokémon's physiology morphs according to the data disc inserted in its RKS-drive. There are 17 discs, one for each Type. (No disc is Normal Type).

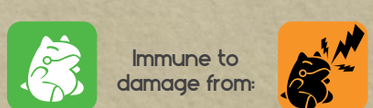
Change the Pokemon's Type to match the Disc on its Held Item slot.
(i.e. Electric Disc makes this Pokémon become an Electric Type)



Rock Head

The head and body of the Pokémon are so resistant that they barely feel anything. Careful as they bump into things without even noticing.

This Pokémon will not receive damage from Recoil.



Rough Skin

Use protection on your hands when touching this Pokémon. Its body is covered by sharp scales or barbs that get hooked into the skin.

Whenever this Pokémon is hit with a Non-Ranged Physical Attack, Roll 1 Die of damage against the attacker.



Run Away

This Pokémon is the master of escape. It will be difficult to catch and can even squeeze through the tiniest gaps to get away.

This Pokémon cannot be Blocked.
It may also obtain bonus dice to escape from battle or captivity at Storyteller's discretion.



Sand Force

The Pokémon controls the particles of sand around the battlefield to give a boost to its attacks.

If Sandstorm Weather is in effect when this Pokémon deals damage using Ground, Steel or Rock-Type attacks, add 1 Extra Die to the damage pool of that attack. The Pokémon is immune to damage from Sandstorm Weather.



Sand Rush

While sand whips across the battlefield, the Pokémon can paddle through it as if it was water.

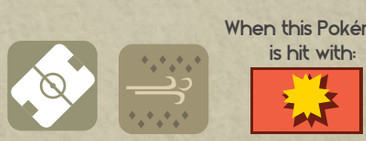
If Sandstorm Weather is in effect, increase 1 Point to the Dexterity Attibute of this Pokémon. The Pokémon is immune to damage from Sandstorm Weather.



Sand Spit

The Pokémon slithers through the desert sand, eating some of it in the process, if it gets hit (or sneezes) a sandstorm will blow up.

If this Pokémon is hit with a Non-Ranged Physical attack, it starts the effects of Sandstorm Weather. The effect lasts 4 rounds.



Sand Stream

The Pokémon can activate a raging sandstorm around itself that will last for as long as it wants.

When this Pokémon comes out, it automatically starts the effects of Sandstorm Weather. The effects end when the Pokémon leaves the battle. (In case of stalemate the Pokémon with higher Will, might keep the dominant weather)



Sand Veil

The Pokémon's body is easily concealed by sand particles on the air.

If Sandstorm Weather is in effect, increase 1 Point to the Evasion of this Pokémon. The Pokémon is immune to damage from Sandstorm weather.



Sap Sipper

This Pokémon's diet consists strictly of plants, it is particularly fond of sweet sap for nourishment.

The first time this Pokémon is hit by a Grass-type attack, Increase 1 Point to its Strength Attribute instead of dealing damage.
Grass-type moves do not deal damage to this Pokémon.



Schooling

When this Pokémon is threatened, it calls thousands of allies to create an uncontrollable monster. The closer to the sea, the faster they arrive.

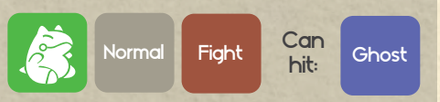
Only Wishiwashi can use this Ability. When this Pokémon reaches half or less of its HP its allies will arrive, when they do, replace your Pokémon for Wishiwashi School-Form at full HP. Increase its Rank to Pro. At the end of the battle restore Wishiwashi to its base form. (Healing/Fainting/Recalling prevents allies from arriving)

Where?	Allies arrive in...
Sea/River	- End of Round
Route/Town	- 2 Rounds
Cave/City	- 3 Rounds
Desert/Snow	- 4 Rounds
Volcano	- 5 Rounds

Scrappy

This Pokémon does not believe in ghosts.

This Pokémon has the ability to hit Ghost-type Pokémon with Normal-type and Fighting-type moves, dealing Regular Damage. Apply the right resistances or weaknesses to the foe if it has a secondary type.



Screen Cleaner

This Pokémon is constantly cleaning an invisible screen, it cleans them so well that even real glass screens can disappear after it is done with them.

When this Pokémon enters the field, remove any barries (i.e.Light Screen, Reflect etc.) on both the user and the foe's side of the field.



Remove Light Screen, Reflect, Aurora Veil and other Barriers.

Serene Grace

This Pokémon will bring good luck as if it was blessed by the heavens.
Its presence is soothing, it makes you feel calm and full of joy.

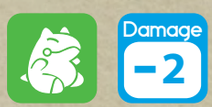
Add 2 Extra Chance Dice to all effects done by this Pokémon. (e.g. A move has 3 Chance Dice to Flinch the foe, will roll 5 Dice with this Pokémon)



Shadow Shield

When it is at full strength, this Pokémon's ghostly body cannot be touched or pierced by anything, it can even go through walls as if they weren't there.

If this Pokémon was at full health, Reduce by 2 the damage dealt by an attack. This effect cannot be ignored by Moves or Abilities.



If this Pokémon had a full HP.

Shadow Tag

The Pokémon steps on the opponent's shadow, preventing them from moving too far.

All foes become Blocked.
Ghost-type Pokémon are immune to this effect.
Pokémon with the same ability are immune to this effect.



Shed Skin

This Pokémon's body is constantly growing skin anew and molting the old one when it becomes too damaged.

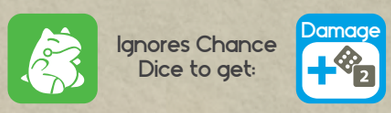
At the end of the round. If this Pokémon has a Status Condition, it rolls 3 Chance Dice to heal itself.



Sheer Force

This Pokémon is only interested in showing off its incredible battle prowess.

Whenever this Pokémon uses an attack with chance dice for an additional effect, you may ignore those chance dice and add 2 Dice to its damage pool.



Shell Armor

This Pokémon's shell protects its vulnerable spots from its opponents.

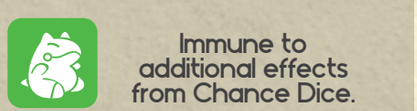
If a foe lands a Critical Hit on this Pokémon, it will not get its Bonus Damage Dice for that attack.



Shield Dust

This Pokémon constantly generates specs of dust to shield and protect itself.

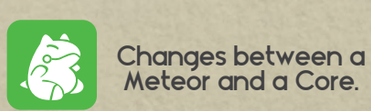
If this Pokémon is hit by an attack with chance dice for an additional effect, it won't be affected by said effects.



Shields Down

The Pokémon's core is protected by a sturdy shield, if the shield is shattered the Pokémon starts acting crazy.

Only Minior can use this Ability. After reaching half or less of its HP in battle, replace Minior by Minior (Core) at full HP. To restore it to its base form, the core must be set free and then recaptured after it returns a few days later.



Simple

This Pokémon's ingenuous mind is easily swayed by not only its own, but also outside influences. It often finds ways to simplify things.

If this Pokémon gets an Attribute reduced, reduce 1 more Point.
If this Pokémon gets an Attribute increased, increase 1 more Point.



Skill Link

This Pokémon can proficiently chain a flurry of attacks. It also enjoys repetition and sequences.

Add 2 Dice to the Accuracy roll of Successive Actions.



Slow Start

The Pokémon has remained dormant for thousands of years, its movements are heavy and slow, run away before it unleashes its full power.

During the first 5 Rounds of a battle, this Pokémon will always go last in the initiative order. After those 5 Rounds are over, Increase 2 points to its Strength and Dexterity Attributes, and it will always go first in the initiative order.
This effect resets if the Pokémon is called out of combat.



Goes last in the initiative order during the first 5 Rounds.

Slush Rush

The Pokémon is used to run and hunt on icy terrain, moving swiftly through the snow during blizzards and ice storms.

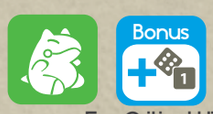
If Hail Weather is in effect, increase 1 Point to the Dexterity Attibute of this Pokémon. The Pokémon is immune to damage from Hail Weather.



Sniper

This Pokémon will stealthily locate itself in an advantageous position to strike its foe's weak spots.

If this Pokémon lands a Critical Hit, it will get 3 Bonus Dice to the Damage Pool of its attack instead of the regular 2.



Snow Cloak

This Pokémon's skin blends well with the surrounding snow and hail, you can barely see it.

If Hail weather is in effect, Increase 1 Point to the Evasion of this Pokémon.
The Pokémon is immune to damage from Hail weather.



Snow Warning

The Pokémon is able to call a terrible hailstorm at will. Snow will cover the battlefield and sharp ice shards will come plummeting from the sky.

When this Pokémon comes out, it automatically starts the effects of Hail Weather. The effects end when the Pokémon leaves the battle. (In case of stalemate the Pokémon with higher Will might keep the dominant weather)



Solar Power

The Pokémon is capable of overcharging itself with energy from the sun, making it more powerful but also taking a toll on its body.

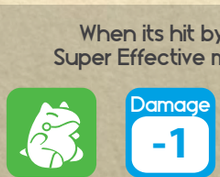
While Sunny Weather is in effect, Increase 2 Points to this Pokémon's Special Attribute. If Sunny weather is in effect, this Pokémon will receive 1 damage at the end of the round.



Solid Rock

This Pokémon's body is composed of extremely hard rock, protecting it from everything, even its own weaknesses.

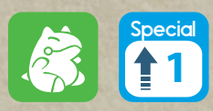
If this Pokémon is hit by a move dealing Super-Effective Damage, reduce 1 Damage dealt to it.



Soul-Heart

This Pokémon is naturally caring and nurturing and if there's a threat to its loved ones, its soul will be made stronger out of love.

If a foe faints because of an attack dealt by this Pokémon, Increase 1 Point to its Special Attribute. Up to 3 points can be increased this way.



Soundproof

This Pokémon's body is structured to protect it from noises that might disturb its peace and focus. So it's not ignoring you, it just can't hear you.

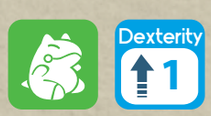
This Pokémon is immune to the damage and effects of all Sound-based moves.



Speed Boost

This Pokémon will start maneuvering at an accelerated rate, it will move as if it blinked from place to place.

At the end of the Round, Increase 1 Point to this Pokémon's Dexterity Attribute. Up to 3 Points might be added this way.



Stakeout

The Pokémon is constantly surveilling its environment, looking out for possible prey, attacking them when they are most vulnerable.

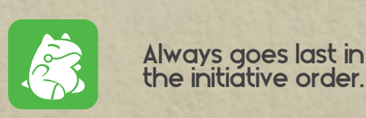
Whenever a Foe Pokémon switches out, this Pokémon will inflict 1 additional Damage with its first successful attack to its replacement.



Stall

This Pokémon is indecisive and always lets others act first before making its mind on what action to take.

This Pokémon always goes last in the the initiative order.



Stalwart

The Pokémon naturally has a high sense of duty and loyalty, once you give it a task it will not stray until its quest is complete.

Ignore any Moves or Abilities that would redirect this Pokémon's Moves into another target. (i.e. The Move "Follow Me", the Ability "Lightining Rod" etc.)



Stamina

This Pokémon cannot get tired. It regains its fortitude when it feels weak. Even when it barely eats or sleeps.

The first time this Pokémon receives Damage in combat, increase 1 point to its Defense and Special Defense.



Stance Change

This Pokémon's can change forms and become a migthy shield or a powerful blade. Its attributes switch upon a change of stance.

Only Aegislash may use this Ability. At the beginning of the round, choose a Form. While in Sword Stance it can only use Attack moves. While in Shield Stance, it can only use Support Moves. Adjust its Attributes according to the Rank and Limits it has for each Form.

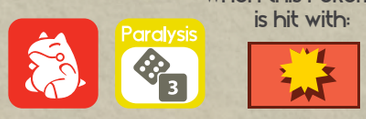


Changes between a Sword and a Shield.

Static

This Pokémon's body is always ready to let off a jolt of static electricity at the slightest touch.

Whenever this Pokémon is hit with a Non-Ranged Physical Attack, roll 3 Chance Dice to Paralyze its foe.



Steadfast

This Pokémon becomes even more dependable when adversity strikes.

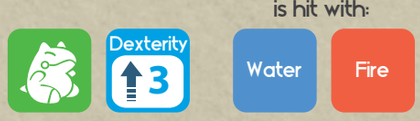
The first time this Pokémon is affected by Flinch, Increase 1 Point to its Dexterity Attribute.



Steam Engine

The Pokémon works as a steam furnance, with a bit of fire and water it can move anything at great speeds. It also loves to eat coal.

The first time this Pokémon is hit with a Fire or Water-Type Move. Increase 3 Points to its Dexterity Atribute.



Steelworker

The Pokémon is able of molding and eating steel, giving shape and a sharper edge to whatever metal it touches.

Steel-Type Attacks used by this Pokémon get 1 Extra Die to their Damage Pool.



Steely Spirit

The Pokémon has a balky behaviour most of the time. If it sets its mind to something it will see it done. Infuriating and inspiring at the same time.

Steel-Type Attacks used by this Pokémon and Allies get 1 Extra Die to their Damage Pool.



Stench

This Pokémon can emit a smell so unpleasant it repels other people and Pokémon.

Reduces the chance of random Wild Pokémon encounters.
Whenever this Pokémon is hit with a Non-Ranged Physical Attack, it Rolls 1 Chance Dice to Flinch the foe.



Sticky Hold

This Pokémon's body is always oozing adhesive substances, if something gets glued, it will be very difficult to remove.

This Pokémon's Held Item cannot be removed, stolen or swapped by Moves or Abilities.


Held Item cannot be Stolen/Exchanged.

Storm Drain

The Pokémon absorbs moisture and liquids like a sponge, then uses them to increase its power and last more time outside of water.

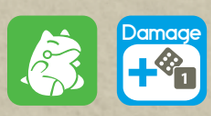
If anyone uses a Water-Type move with a Single target, it will be redirected to this Pokémon; it is immune to damage from them. The first time this Pokémon is hit by a Water-Type move, Increase 1 Point to this Pokemon's Special.



Strong Jaw

The Pokémon's strong jaw gives it tremendous biting power. Its teeth can tear through almost anything.

If this Pokémon uses a move with the Keywords: Fang, Bite or Crunch, add 1 Extra Dice to the Damage Pool of that Move.



Moves with keyword: Fang, Bite & Crunch.

Sturdy

This Pokémon's body is extremely resistant to damage, it can withstand almost anything.

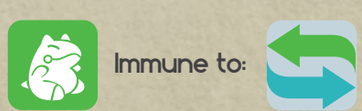
The first time this Pokémon would faint due to a Damaging move, it will remain at 1 HP instead. Status Conditions and Self inflicted damage will still cause it to faint. The Pokémon must rest for an hour before benefiting from Sturdy again.


Will hang at 1HP instead of fainting.

Suction Cups

This Pokémon's limbs contain suckers that allow it to stay rooted in place. It can stick to any kind of surface, even upside down.

The Pokémon is immune to effects that force switches.


Immune to:

Super Luck

This Pokémon has an incredible good luck, good things happen to it regularly.

Add "High Critical" to all the Attack Moves of this Pokémon.
If a move already has the High Critical property, this Pokémon will only need 1 More Success on the Accuracy roll to land a Critical instead of 2.



Surge Surfer

This Pokémon's magnetic field allows it to stand and surf on top of electric currents as if it were floating.

If Electric Terrain is in effect, Increase 2 Points to this Pokémon's Dexterity Attribute.



Swarm

The Pokémon enters a hive mind state when its life is on the line, becoming more feral and aggressive.

When this Pokémon's HP is at half or less, Pain Penalization will not reduce successes from Damage rolls of its Bug-Type Moves, and they will get 1 extra die to their Damage Pool.



Sweet Veil

This Pokémon's delicious aroma will wake the appetite of all Pokémon nearby.

The Pokémon and its allies are immune to the Sleep status.
Increase random encounters with Wild Pokémon.



Swift Swim

The Pokémon will move faster on water than on land, even a puddle covered roadway will allow it to use its full speed.

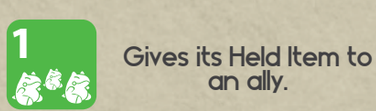
If Rain Weather is in effect, Increase 2 Points to this Pokémon's Dexterity Attribute.



Symbiosis

This Pokémon enjoys forming a beneficial relationship with any ally it teams up with.

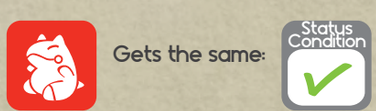
If an ally loses or spends its Held Item, this Pokémon will immediately give the one it's holding to the ally as a free action.



Synchronize

The Pokémon can share its mood, feelings and sensations with others, specially with those who caused it pain.

If a foe inflicts a Status Condition to this Pokémon, the same condition is inflicted into the foe unless it is immune to the effect.



Tangled Feet

The Pokémon moves in a very strange and particular way when dizzy or confused, this usually works to its advantage.

While this Pokémon is Confused, Add an extra "Reduced Accuracy" to all the foe's Moves which target this Pokémon.



Tangling Hair

This Pokémon's hair is thick and tough, it easily tangles anyone who comes close to it. Brush it twice a day to keep it silky and shiny.

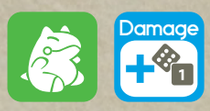
The first time a foe hits this Pokémon with a Non-Ranged Physical Attack, reduce 1 Point to its Dexterity Attribute.



Technician

This Pokémon is meticulous and precise in tasks that everyone else would perform roughly and without care.

Add 1 dice to the Damage pool of all Moves with Power 2 or less.

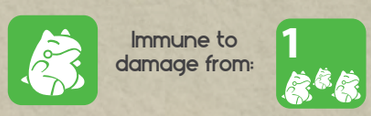


On moves with Power 1 & 2.

Telepathy

This Pokémon can communicate using telepathy. It can send messages to other minds but it cannot receive messages back.

This Pokémon won't receive damage from moves performed by its allies.



Teravolt

There's a ball of blue lightning coming out of this Pokémon that prevents its foes from being out of reach, no matter what you do, it will zap you.

If a Move, Item or Ability would prevent this Pokémon from targeting a foe or inflicting an effect, ignore it. (e.g. A Pokémon with Immunity can be Poisoned, A Pokémon with Levitate can be hit by Ground moves).



Ignore Moves, Items and Abilities that prevent this Pokémon from using its Moves.

Thick Fat

This Pokémon's body has a thick layer of blubber that protects it against harsh temperatures.

Reduce by 1 the damage taken from Fire and Ice-Type moves.



Tinted Lens

This Pokémon's goggle-like eyes can find the good side in every bad situation, even when there is none.

If a foe has a resistance against an attack performed by this Pokémon, make that attack deal Regular Damage instead. If the foe has a double resistance, make the attack as if the foe had only one.



Ignores 1 Resistance of the foe.

Torrent

This Pokémon builds up pressure to shoot water streams. When that pressure cannot be held in, it is released through uncontrollable torrents.

When this Pokémon's HP is at half or less, Pain Penalization will not reduce successes from Damage rolls of its Water-Type Moves, and they will get 1 Extra Die to their Damage Pool.

When at Half HP or less



Tough Claws

This Pokémon's claws are so sturdy, they can tear through almost anything.

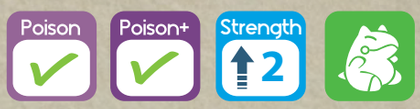
Whenever this Pokémon uses a Non-Ranged Physical Attack, Add 1 Die to its damage pool.



Toxic Boost

The blood of this Pokémon boils and goes into a powerful rampage whenever it is afflicted by Poison.

If this Pokémon gets the Poison or Badly Poison Status, Increase 2 Point to its Strength Attribute.



Trace

This Pokémon mimics the special characteristics of the others, making them look as if they were its own.

This Pokémon copies the ability of one random foe when it comes out.
Effect ends if this Pokémon is removed from the battle. Some Abilities (Flower Gift, Illusion, Imposter, Stance Change, Wonder Guard etc.) Can't be copied.



Triage

The Pokémon feels the urgency to treat the injured; it is also very quick to stitch and make knots. A skill often used to instantly mend wounds.

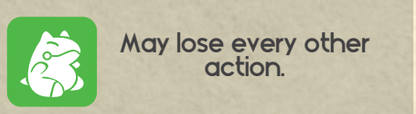
Add Pritority +1 to all Support moves of this Pokémon that Heal HP or cure Status Ailments.



Truant

This Pokémon is extremely lazy, it won't make even the tiniest effort and often loafs off even in the heat of battle.

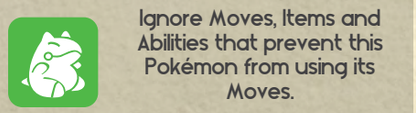
Roll this Pokemon's Loyalty every other turn, and score at least 2 successes.
If the roll fails this Pokémon refuses to act. If it is successful it may act normally.



Turboblaze

The Pokémon surrounds everything with a giant ball of swirling flames that prevents its foes from being out of reach, there is no escaping the heat.

If a Move, Item or Ability would prevent this Pokémon from targeting a foe or inflicting an effect, ignore it. (e.g. A Pokémon with Immunity can be Poisoned, A Pokémon with Levitate can be hit by Ground moves).



Unaware

The Pokémon is oblivious to many details in its surroundings, it will rarely take notice of things going on.

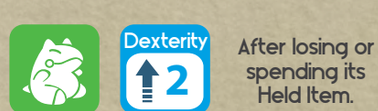
This Pokémon ignores any of the opponent's Attribute increases or decreases. Both when attacking and taking damage.



Unburden

This Pokémon is most comfortable when it is freed from having to carry stuff around. It loves to be able to move without restrictions.

The first time this Pokémon loses or spends its held item and is no longer holding any, Increase 2 Points to its Dexterity Attribute.



Unnerve

It may be its powerful gaze or its menacing presence, but others near this Pokémon become really nervous to the point where they lose their appetite.

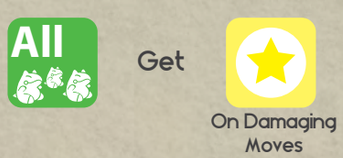
Opponents may not consume their held berry while this Pokémon is in the field.



Victory Star

This Pokémon's presence is an incredible boost for morale. Those who get its favor will be guided to victory.

This Pokémon's and All its allies damaging moves gain "Never Miss" while this Pokémon is on the field. This Ability can't be switched or swapped.



Vital Spirit

The Pokémon is incredibly active and energetic. It needs constant activity and excercise or else it will act destructive. It never sleeps.

The Pokémon is immune to the Sleep status.



Volt Absorb

This Pokémon's body is practically a battery that is always happy to become charged to full capacity.

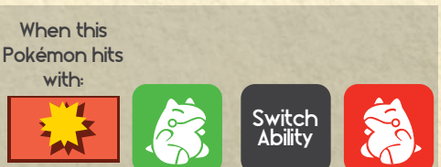
Whenever this Pokémon is hit by an Electric-Type Move, you may Heal 1 HP instead of receiving damage.
Electric-type moves do not deal damage to this Pokémon.



Wandering Spirit

The Pokémon is a wandering ghost with a haunted expression on its face. It it won't heed your call and might get lost floating aimlessly. Get to a Medium to heal it.

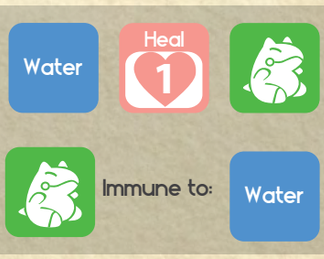
If this Pokémon hits a Foe with a Non-Ranged Physical Attack, it switches its Ability with the Foe's. Some Abilities (Flower Gift, Illusion, Imposter, Stance Change, Wonder Guard etc.) can't be switched at Storyteller's discretion.



Water Absorb

The Pokémon's body is mostly made of water, it stores water inside itself and uses it for nourishment.

Whenever this Pokémon is hit by a Water-Type Move, you may Heal 1 HP instead of receiving damage.
Water-type moves do not deal damage to this Pokémon.



Water Bubble

The Pokémon is shielded by a water bubble. Strangely, the bubble has clear water inside instead of air.

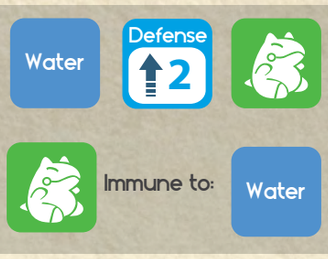
Fire-Type Moves deal 1 less damage to this Pokémon.
This Pokémon is immune to Burn 1 and Burn 2 Status.
Add 2 Extra Dice to the Damage Pool of this Pokémon's Water-Type Moves.



Water Compaction

The body of the Pokémon can absorb water at an astounding rate, its body hardens as it quickly dries.

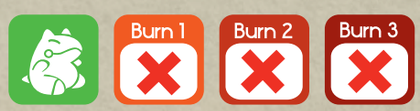
The first time this Pokémon is hit by a Water-Type Move, Increase its Defense by 2 instead of receiving damage.
Water-type moves do not deal damage to this Pokémon.



Water Veil

This Pokémon is always wet and producing water to keep itself moist. Thanks to this, the Pokémon can stay away from a body of water for a long time.

The Pokémon is immune to any of the Burn status.



Weak Armor

This Pokémon's protective outer layers can come off, allowing it to move freely and be more agile.

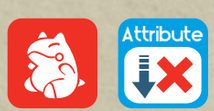
The first time this Pokémon is hit by any Physical Attack, Increase 1 Point to its Dexterity Attribute and Reduce 1 Point to its Defense.



White Smoke

The Pokémon is constantly releasing fumes of white smoke making it difficult to be seen. It uses the smoke to conceal itself.

Foes cannot reduce the Attributes of this Pokémon. However, it can still lower its own Attributes.



Wimp Out

The Pokémon goes into a lot of stress whenever its exoskeleton is weakened, it can escape from any situation out of sheer cowardice.

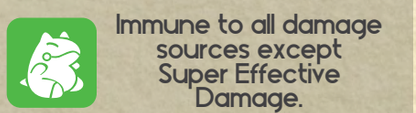
Whenever this Pokémon reaches half of its total HP, it will switch out to its pokéball, sending an Ally to take its place. If there is no Ally, the battle may end. This Ability's effect is not affected by Block.



Wonder Guard

This Pokémon's body is protected by an incredible otherworldly aura. Most things get through as if nothing was there.

This Pokémon only receives damage from Status Conditions, and from Moves that deal Super Effective damage against it. This Pokémon is immune to damage from other sources like weather conditions and entry hazards.



Wonder Skin

The skin of this Pokémon is covered by a thin protective veil that allows it to weaken dangerous hazards.

Reduce up to 2 Chance Dice from foes against this Pokémon. (Example: The move Ember has 1 Chance Dice to Burn the foe, against this Pokémon it has zero Chance Dice).



Zen Mode

Under extreme stress, this Pokémon will unlock its hidden psychic abilities through the power of meditation. It will go back to normal the next day.

Only Darmanitan may use this Ability. When at half or less of its HP, change to Zen Mode Form at the end of the Round. Use its Zen Mode Form from then on. Adjust its Attributes according to the Rank and Limits it has for each Form.



Changes form and gains the Psychic Type.

Form-altering Abilities

Certain Abilities will allow Pokémon to change between forms. When this happens it means only that Pokémon can make use of that Ability unless there is a convincing explanation as to how another Pokémon would alter their form to match the Ability's effects.

It is convenient you have a character sheet for each of your Pokémon's Forms.

Each Form will have their Attribute points distriubted according to their rank but they do not necesarily have to match each other.

Ignoring or Negating?

When an Ability calls for Ignoring an effect, it means that only that Pokémon can act around the effect being ignored, but everything and everyone else will still be affected by it.

When an Ability calls for negating an effect, it means thet the Pokémon who has their effects negated cannot access to their power due to external forces preventing it to do so.

Curse Abilities

Some effects of Moves or Abilities may require help from mediums to remove them. If such help is not available you can try to change it with another Move or Ability at your disposition. And if that doesn't work, you can try to do it through sheer willpower or hoping the effects go away on their own after a few days...

That can happen, right? right?!

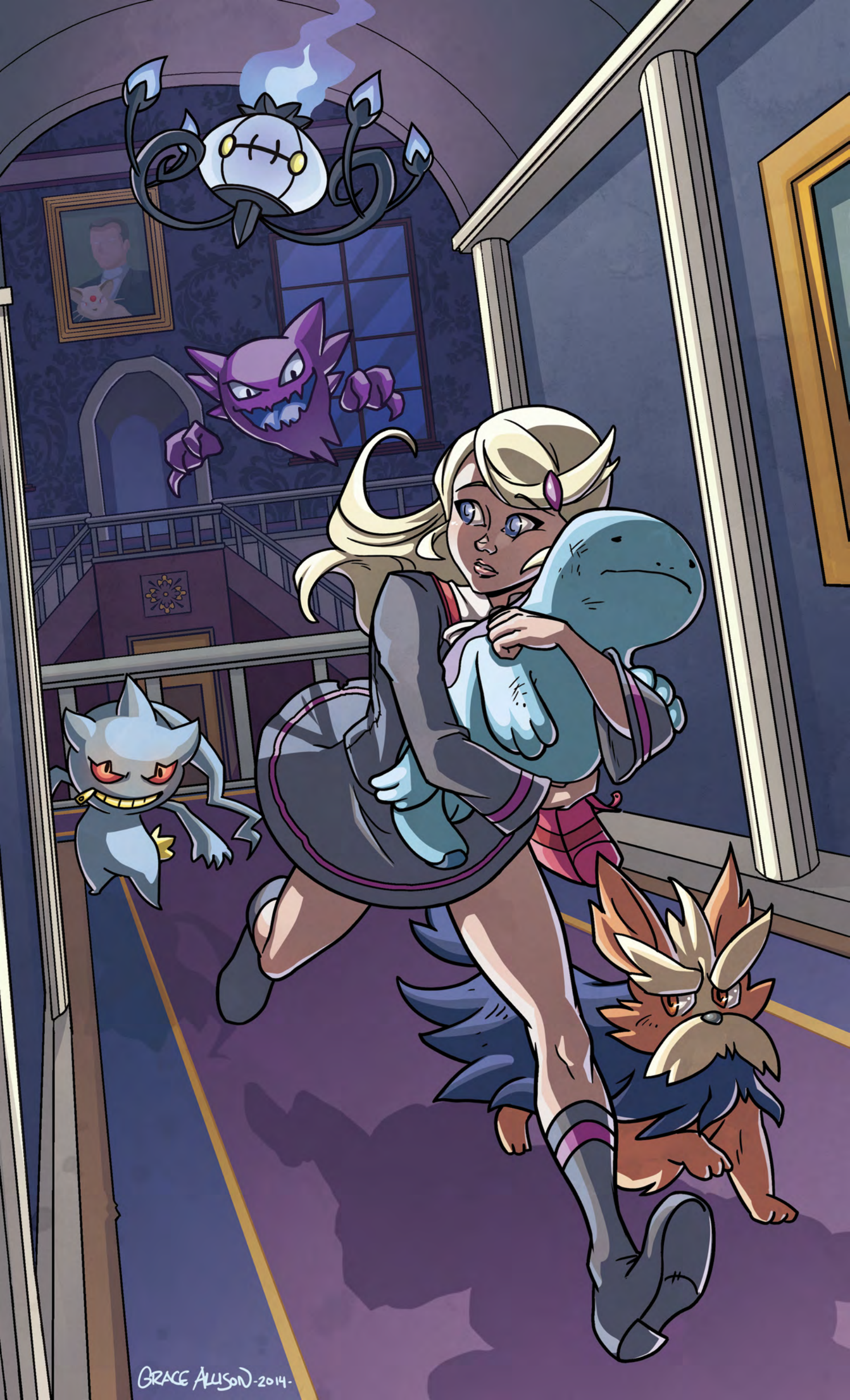
Hidden Abilities

Some Pokémon might have Abilities that are not listed on their Pokédex Entry.
These Hidden Abilities are the result of uncommon circumstances in a Pokémon's life.

It's up to the Storyteller to determine which Pokémon will obtain a certain Ability. Talk to him or her about how your Pokémon may obtain the Hidden Ability you want.

Keep in mind that Pokémon with Abilities not usually seen on them are rare and will turn a few heads among Pokémon scholars.




GRACE ALLISON -2014-

Challenges Ahead

There are many challenges for a Trainer within the world of Pokémon.

In this section of the book, we'll give you some ideas and frameworks for episodic tales and campaigns. Use them as inspiration for your games with your friends.

These are some settings you can choose for your Role playing sessions:

Episode of the week

A whole adventure in a single session. It can be some light hearted fun about helping people in need with the aid of your Pokémon, an evening exploring a cave and its secrets, an exhausting Training session, or the search for a specific Pokémon to complete your Pokémon encyclopedia.

This format is simple and good for beginners, simply create your own encounters at a rank appropiate for your players as a way to test their abilities.

For inspiration you may take a look at short fables or at the *Pokémon TV series*. You may even reenact one of its episodes and see the different outcome you have with your friends!

Keep it simple but meaningful.

Everything in the adventure must come full circle by the end of the session.

Defeat Rival/Evil Team

Some people want to irk you personally and others for criminal groups that cause mayhem.

You and your players can also take the episode of the week format to defeat your player's Rivals or evil teams in the different regions.

It may be a friendly match with "Gary", or working alongside a detective to uncover the criminal's evil plans and bring them to justice once and for all.

It's up to you to decide the length of the conflict between trainers and rivals or evil teams. It may be a casual encounter from time to time or their life-misison to finally put them in their place.

You may find them in one session and not see them again until 2 or 3 sessions later or it may be a recurring theme appearing in all sessions trying to ruin the Trainer's day

Pokémon League Challenge

The League offers various challenges to their trainers, some of them are:

Gym Leader Challenge
A novice trainer can go against a Gym leader with the right strategy, while a veteran trainer will have to prove he has what it takes to earn the last badge.
You can play the specific matches or embark on the whole journey. Traveling to the next Gym can be an adventure on its own.
Annual Tournament Challenge
If you manage to obtain 8 Gym Badges within a year, you will be invited to participate in the Annual Tournament of the region. In there, you'll be given the title of Ace Trainer. You can battle against the strongest Pokémon in the region. Official matches in shifting scenarios with a big crowd cheering or booing at your battle. Be sure to give your best as only the winner may take the trophy home.
Victory Road Challenge
If you get to the Top 5 on the famous Annual Tournament Challenge you are now allowed to take the Victory Road, a treacherous labrynth full of hazards. It is a very long journey through the region's most dangerous area.

Legends of the Pokémon World

Enough with humans and their affairs. If you want real action, thrill, and danger; you must follow the rumor and lore and go deep into corners of the world where no human has ever gone. There you will find an ungraspable power. Can you face it? Can you tame it?Level-up your adventure with Mega-Evolutions, Dynamax and Gigantamax forms, and pass the legendary hero's ritual to hold the power of Z-Moves in your hands.

And if that is not enough for you, Upgrade into the Legendary Ranks, exclusive for Legendary Pokémon and those who ear their favor.
Each Legendary Pokémon could sustain a whole campaign on their own. From a casual clue about their existence, to the greatest finding of your generation.

Legendary Pokémon are not mindless beasts to be final bosses at the bottom of a dungeon. They all have a defined personality and their own motivations.

You have seen them at their weakest on their Pokédex entries, let's see if you dare to face them at full power. They are not humans and they are not regular Pokémon, they are beyond this plane and its concerns.

Are they allies or foes? That will depend on your story.

Rival System (Optional)

It is said "As you get better, more people will want to see you fail". Your Rival is the worst of those people.

Good or bad, known or unknown, a Rival is always one step ahead and they show up on your path to remind you that it doesn't matter how hard you work, you'll never be as good as them.

Your Rival is more than an obstacle, they might portray the same essence as your character but for all the wrong reasons or they may be your complete opposite. They are stronger, smarter, more charming, and they know it. Along your journey, they will make your life as hard as they can, and they are qualified to get you in trouble and outperform you at every turn. However, maybe, just maybe, if you manage to overcome all your weaknesses, you might be able to defeat them once and for all.

When you create your character, create your Rival as well.

Rival Character Creation and Progress

The following Traits are chosen at Random, but they may be chosen with the Storyteller's permission.

- Choose 1 Attitude at Rival Creation.
- Choose 1 Relationship at Rival Creation.
- Choose 1 Background at Rival Creation.
- Choose 1 Unlike-Aibility at Rival Creation.

Your Rival gains 1 additional Unlike-Ability at Beginner, Amateur, Ace, Professional, Master and Champion.

- Select the Rival's Pokémon.

They must be strong against the Player's Pokémon.

- **Rivals are always one Rank above the Player's Character.**

Attitudes

Virtuous **Jerk** **Deceitful** **Envious** **Evil**



Relationship

- **Relative** - Family rivalries are the worst.
- **Friend** - Friendly competition.
- **Myterious** - Who is this person?
- **Bully** - They torture you for their own amusement.
- **Nemesis** - Their obsession is your destuction.

Backgrounds

Rivals are exceptional Trainers with long and juicy backstories to back up their great skills.



Hax0rus

Your Rival may not have gotten his Pokémon by legal means. They are Shiny and insanely rare.



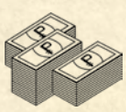
Rule of Tenta-Cool

Your Rival was born to be a star, he's famous with maxed out Social Attributes and Contest Skills. He always tells lies about you and everyone believes him, even your close friends and family.



Cursed with Awesome

Your Rival has what you want the most, however, your Rival plainly dislikes it and sees it as a curse. This "curse" can take the form of a Pokémon, a Job, an Object, or a Person.



Richboy

Your Rival has an unlimited source of money and yet, he will never bet more than $50. If he's in town, prices are 3 times higher and nothing is free, not even the Pokémon Center. Multiple Richboys, multiply the prices further.



Team Member

Your Rival belongs to a criminal organization. Him and his friends will gang on you to do Battle. At the end of each Round, your Rival's Pokémon automatically hits your Pokémon with a Typeless version of the Move "Beat Up" (at min. Power). This is considered legal... somehow.



Disabled/Orphan

Your Rival has suffered a lot throughout his life. People get mad at you for "bullying" this poor troubled kid.



Anti-Hero

Anywhere you go, you find your Rival's accomplishments. Whatever you do, he did it first and better.



Tyrant Mentor

Your Rival thinks he should teach you a lesson. Perhaps he believes you have the potential to be something greater. He often shows up to power-up whatever villain you're facing, lending Items, Healing, giving Stat-Increases and tips about how to beat you.

Rival Sheet

How to fill a Rival Character Sheet

RIVAL'S CARD WINDOW

1. Your Rival's better-looking Picture.
2. Your Rival's Higher Rank.
3. Your Rival's Famous Name.
4. Your Rival's Believed Age.
5. Your Rival's Cooler Concept.
6. Your Rival's Awesome Nature.
7. Your Rival's (Unbreakable) Confidence.
8. Rival's Money (Loaded by the way)
9. Rival's Untouchable Health Points.
10. Rival's Seemingly-Endless Will Points.
11. Active Party Full of Mean and Strong Pokémon.

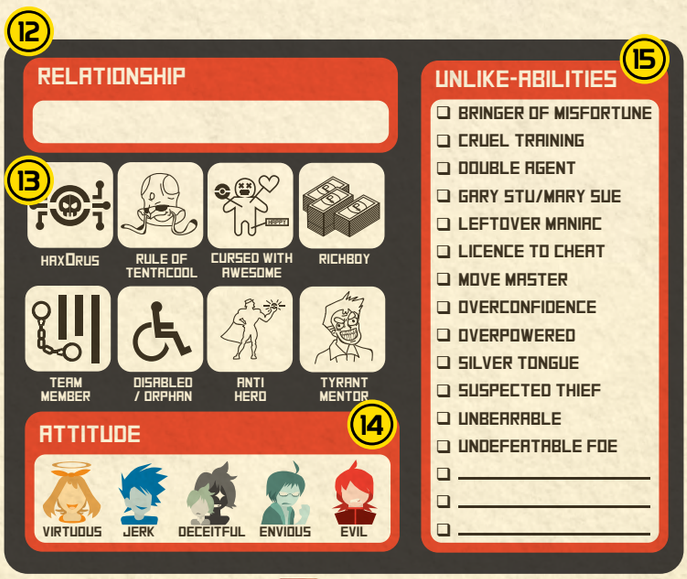
RIVAL TRAITS WINDOW

12. Your Relationship with your Rival.
13. Rival's Backgrounds.
14. Your Rival's Attitude towards you.
15. Your Rival's Unlike-Abilities

Storyteller Note

Rivals don't need Attributes or Skill Points, simply assume they will Roll one or two more dice than the players.









Unlike-Abilities

What good is a Rival that you can push around and stomp at every turn? None. Rivals are designed to make your Character yell at the top of his lungs: “It’s not fair!“ But it’s up to you to serve justice. Unlike-Abilities are not balanced, they aren’t meant to be, they are incredible Abilities for the strongest Trainer Antagonists.

- **Licence to Cheat.**
Your Rival does not suffer any consequences from breaking the League’s rules. He may use forbidden Items, send several Pokémon, punch you or your Pokémon during an Official Battle, but beware, if you also break the rules, you WILL be sanctioned heavily.

- **OverPowered**
Your Rival and his Pokémon unleash their hidden power. Their Damage Rolls are always successful.

- **Overconfidence**
Your Rival and his Pokémon have an unlimited amount of Will Points.

- **Unbearable**
Your Rival knows what to say to make you angry. When he talks to you, you and all your Pokémon automatically lose their cool, clever, tough and cute. Any roll that involves those Social Attributes will fail automatically no matter what.

- **Leftover Maniac**
All of your Rival’s Pokémon have Leftovers as a Held Item (*Leftovers Heal 1 HP per Round. Up to 10 HP may be healed daily*).

- **Cruel Training**
Your Rival trains his Pokémon without mercy but they are all fully evolved.

- **Move Master**
Choose one very powerful or extremely useful Move. All of your Rival’s Pokémon may use that Move. This Unlike-Ability may be chosen multiple times.

- **Gary Stu/Mary Sue**
Your Rival always succeeds at everything he does as if he had rolled 5 successes. His Pokémon never fail to live up to his expectations. All their Moves gain the Never Fail Effect.

- **Suspected Thief**
Everytime you meet your Rival, you’ll have missing Items by the time they leave the scene. He may even steal your Pokémon! If your Rival is not Evil, you may find your Pokéball at a nearby Pokémon Center, Adoption Center or Daycare, but if he’s Evil, finding your companion may not be that easy.

- **Spotlight Thief**
Everytime you do something amazing, your Rival ends taking all the credit and even making it look like he saved you.

- **Silver Tongue**
Your Rival knows how to manipulate you.
You’ll do whatever he wants even if it opposes your beliefs or plans. Even worse, you’ll think they’re doing it in your own best interest.

- **Rider of Misfortune**
Your Rival decided to make your everyday life a living hell.
Everything you do gets unbelievably complicated, you have no proof, but you know he’s behind it!
No-one believes you, though.
You can’t regain Confidence and you lose 2 Confidence everyday. When you lose all your Confidence, you suffer a mental breakdown and regain all your Confidence the next day.

- **Double Agent**
One of your Pokémon works for your Rival and you don’t even suspect it. They may lose Battles on purpose (modify successes in secret) and sabotage plans.
They are really good at covering up their misdeeds. This Unlike-Ability may be chosen multiple times. If you store or release a Double Agent, another Pokémon in your party takes its place... but who?

- **Undefeatable Foe**
Your Rival is destinied to beat you **Every. Single. Time.** No matter how often you train, how hard you try, which of your Pokémon fights, you always end up losing.
Every  you roll while battling your Rival, will subtract one success from your roll.

Players can’t be Rivals with each other, Rivals and their unlike-abilities impose an almost-impossible challenge, their skills are not appropriate for Player Characters.

By pure numbers, you might lose everytime, but a well thought strategy will take you far. You need to defeat your Rival eventually if you’re looking to reach the Ace Rank. Even more, the Storyteller might want to add new Rival-related Achievements to get to Beginner, and Amateur Rank.

You’ll Love to hate your Rival, have fun trying to surpass this formidable foe.

Conquering the Pokémon League

Every Trainer's dream is to participate at least once in the intense adventure that is the **Pokémon League Challenge**. A grand scale journey across an entire region to train and prove your skills. All of the greatest trainers have made this journey and it is said to be the only way to become the strongest.

During the Pokémon League Challenge you will face a great amount of danger to test your skills as a trainer, the power of your Pokémon, your own survival ability, and your intelligence and wits.
Sometimes your body and mind will be put to their limits. Although many try to beat it, only the migthy will endure this journey.

Pokémon Gyms Challenge

The main objective of the Pokémon League Challenge is to make you and your Pokémon grow in skill and power. To test your progress, the League has eight testing arenas called Pokémon Gyms, where powerful Trainers abound under the tutelage of one of the strongest and renowned Trainer in the region, this person is called a Gym Leader.

They will test your skills in battle as a result of your training talent and the relationship between you and your companions.
Their Pokémon vary in power, depending on who's challenging them and how many badges the Trainer has won. They usually focus on a single type of Pokémon.

If you manage to beat them, you'll be rewarded with a badge to prove your skill. Badges may also be bought for incredibly high amounts of money.

Defeating the eight Gym Leaders and getting the eight badges, allows you to participate in the most exciting and gigantic event of the year: The Annual Tournament! Where Trainers compete and do their best!

Just remember that you have less than a year to defeat the eight Gym Leaders, otherwise you'll have to start over for the next year's challenge. Get prepared and train hard.

Annual Tournament

There is nothing like the Pokémon League Tournament, this is the only place and event of the year where people can watch the highest level battles, final evolutions and extremely rare Pokémon in a parade of moves they may have never seen before.

Some of the trainers you'll find here may be as strong as some of the Gym Leaders, although most people get their badges by taking advantage of a Gym's preferred type. They will be smart, resourceful and you should not take them lightly.

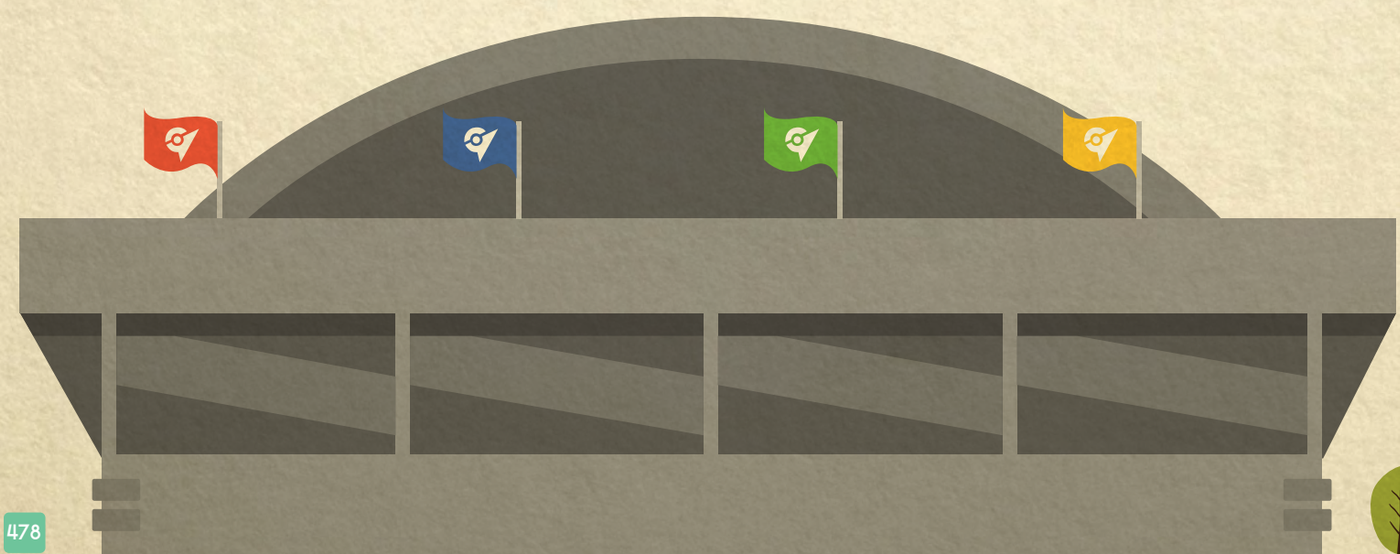
In this tournament, Pokémon Trainers battle each other using 3 Pokémon in a single battle where switching is allowed. The Battle arenas are themed, they range from a simple forest-like field to the inside of a house or a sci-fi set. This is mainly to add more challenges for the participants and to give more variety and entertainment to the public.

The semifinals usually change the battle to a full party of 6 Pokémon in single-battle while the Grand Final may be different altogether. The Final match always comes as a surprise, and may have lots of different scenarios and added challenges to the fight.

Apart from the battles between Ace Trainers, the League shows special events in this tournament such as fights between Gym Leaders, Elite Four and even the Champion of the region. They are broadcasted on TV.

Their fights are friendly matches and most people don't realize this, but during this tournament the Elites and Champion do not show their full power.

To participate in the League Tournament is a great honor. After months of enduring hardships, facing great danger, battling wild Pokémon, competing against powerful trainers, challenging Gym Leaders, surviving in the wild, eating from nature, taming your newly caught Pokémon and overcoming your own fears; you are finally known as a formidable Ace Trainer. Whether you win or lose, this is the end of the journey for a regular person.



Victory Road

Whoever got to the Top 5 in the Annual Pokémon League Tournament earns the right to go through the most dangerous test in the region and probably one of the most deadly places in the entire world: The Victory Road.

This is the final testing ground, only amazingly powerful trainers may go inside due to the tremendously strong wild Pokémon that dwell in there. This place is a maze-like dungeon, wide as a city, dark as a cave, perilous as war. Here you will be alone with your Pokémon, crawling in enemy territory, surrounded by massive and aggressive Pokémon gathered by unknown forces.
The Victory Road can extend for miles and this journey may last for days or weeks without food, Pokémarts or a Pokémon Center. You have to endure, you have to survive, you have to reach the end, and you have to hurry. Whatever entities reside in these dark corners of the planet will let you know that you are not welcome.

Going through the Victory Road is not an easy task, most people give up after a few hours inside, once they realize there is no way of healing besides the potions you carry. The Pokémon center is a gift you learn to respect.
Life is short and humans are weak, here you will realize the feebleness of your power as nature is a force to be reckoned with.
Whoever goes through the Victory Road is now in a whole new level.

Elite Four Challenge

"Are you ready to lose? Your League challenge ends with me, Red!" - Elite Four Lance

There comes a time when everyone must look directly into the eyes of Destiny. For a trainer, this is It. The last steps, the final confrontation of power.

The Elite Four are the ultimate league of badasses and they will smite you with unmatched fury and great vengeance.

The rules are simple, you must defeat the four strongest trainers in the region, each of them was able to beat all gyms, go through the Victory Road, and has faced and defeated one or more Elites.

They are crazy strong and wield powers beyond your comprehension.
The attribute limit does not apply to these trainers or their Pokémon. An Elite can wipe a Gym Leader with a single Pokémon and they always carry a party of six.

As soon as you reach the end of the Victory Road, you will find yourself looking right into the lights and glory of the Elite Four Facilities. Within, there is a Pokémon healing machine, a transfer PC, a store and someone to welcome you. Soon after you heal you will take your last few steps and go after some real monsters. Once you get in, there's no turning back, no backing down, and you cannot surrender, you must fight the Elites until either all your Pokémon loose consciousness or you win it all.
The odds suggest you won't beat the first Elite, but if you manage to defeat him or her, you'll have to move on to the next one barely catching a breath.

Here's the Challenge, you have to defeat them all, one by one, without rest or hesitation. Basically, you must beat their twenty four super strong Pokémon preferably using just four of yours. Save at least two Pokémon, you will need them to face the Champion.

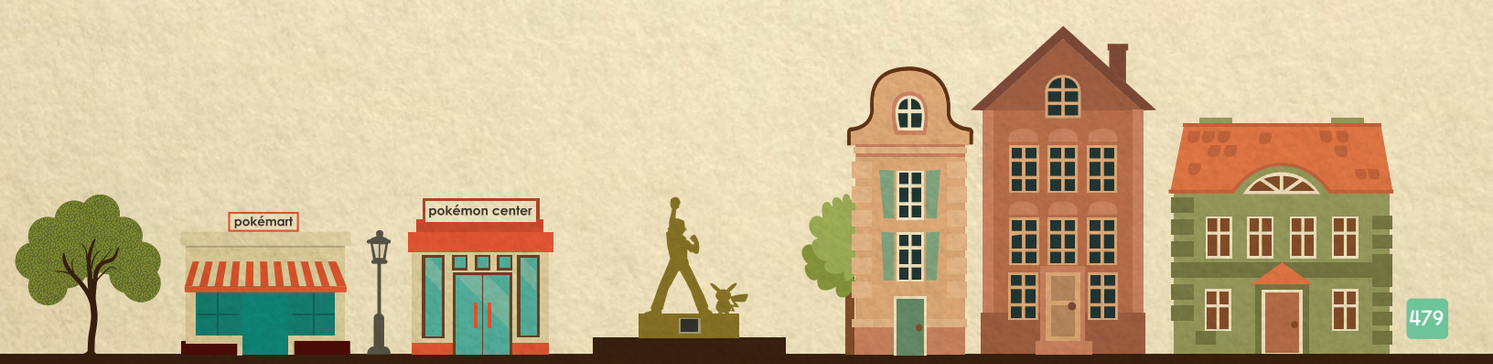
Sometimes Elites show legendary capabilities. If they do, you can't win. They are out of your league.

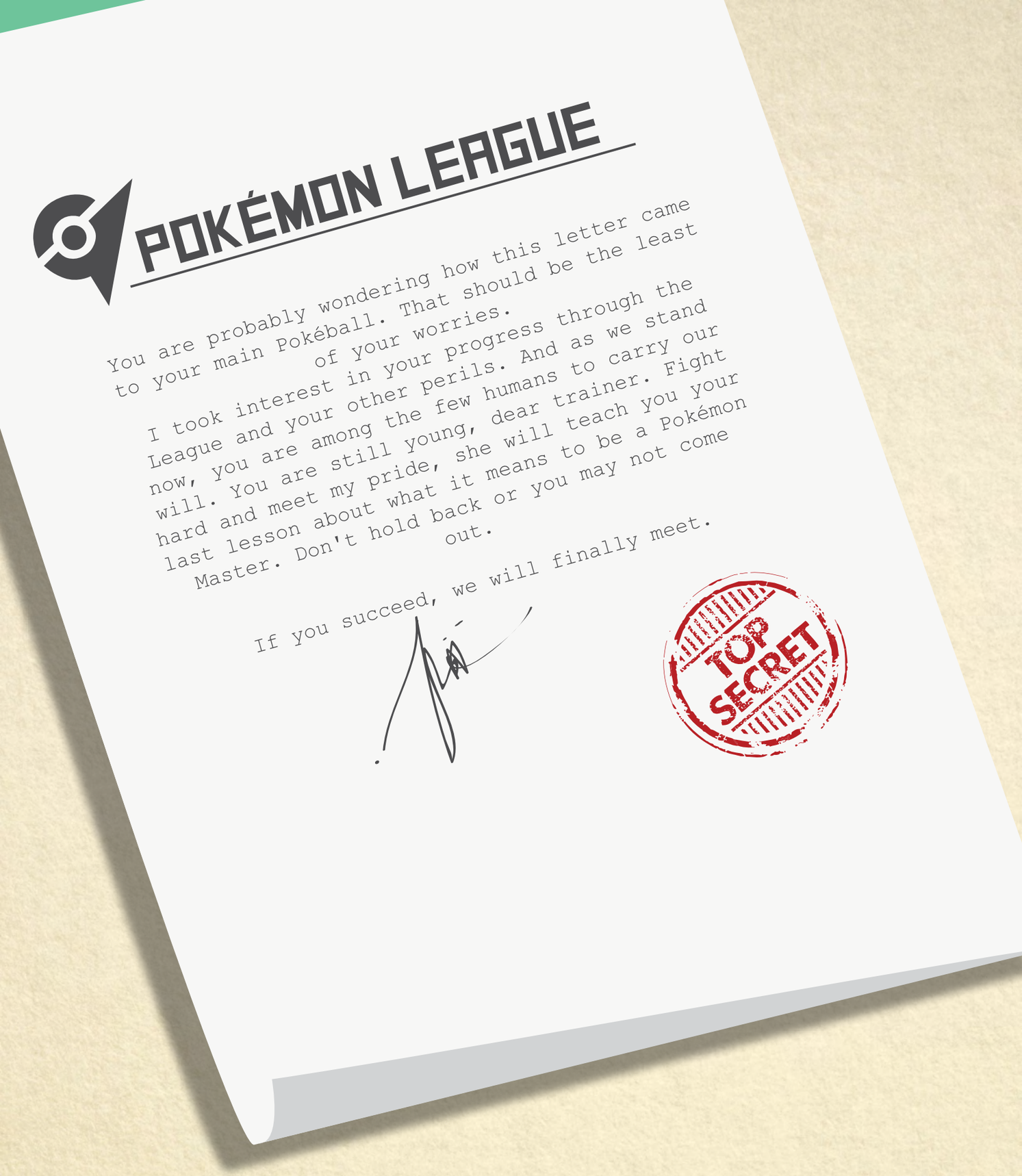
These battles are not broadcasted and there is no audience. Everything is extremely confidential.

Becoming Champion

"One look at you tells me many things about you. Together, you and your Pokémon overcame all the challenges you faced, however difficult.
It means that you've triumphed over any personal weaknesses, too. The power you earned... I can feel it emanating from you.
That's enough talking. Let's get on with why you're here. I, Cynthia, accept your challenge as the Pokémon League Champion! There won't be any letup from me!"
- Pokémon Champion Cynthia

A great arena suited for kings extends in front of you, tall and strong, built as a fortress to withstand your last battle. A booming sound of power fills the room and it's not a Pokémon but a human, frightening and wise, with an unbreakable force of will that's more resilient than these walls.





She comes down on you as a mountain and with eyes that have seen all there is to know about Pokémon and their legends, myths, and gods. Could she have witnessed the same phenomenons as you?

If you reached this Stage, you are probably not an ordinary human anymore, neither ordinary are the Pokémon you're carrying.
If by some miracle you defeated the Elite Four without the help of a mythical being, the Champion will put an end to your luck streak.

All champions and their Pokémon, knowingly or not, are beyond any natural ability. They work the same as facing legendary Pokémon and their Moves are so strong that they are considered Plot Deviced versions.
They may show powers related to Pokémon deities and demi-deities.

These extraordinary individuals have already proved their worth, usefulness and resourcefulness to great creatures, allowing them to perform true feats of legends.

You must defeat the Champion in an Item-Holding, Medicine-Allowed, Previously-Boosted Single Battle.
If you prevail, you will receive the Title of Champion and gain access to the Hall of Fame, where you and your Pokémon will be recorded to be remembered forever.
Many new paths are revealed as you draw the attention of many unnatural people and unravel the deepest secrets of this universe.

A Champion, a Master, a Legend. This is only your first step inside the Marvelous World of Pokémon.

The Power of Mega-Evolution

People in Hoenn mention the legendary Pokémon Rayquaza, as the first Pokémon to ever Mega-Evolve; but the first records of Mega-Evolution as we know it today come from Kalos.

The ancestor of a family that still exists to this day, discovered how to harness this god-like power and embed it into energy stones, later called Mega Stones.

Mega-Evolution consists on infusing your Pokémon with the power contained inside the Mega-Stone. This process will make their bodies go through a transformation similar to Evolution, where their body changes and their attributes increase.

Unlike a normal Evolution process, Mega-Evolution effects will disappear after not being in contact with the mega stone for a couple of minutes.

It is worth noting that Mega-Evolution can be a violent process that causes the Pokémon to be overwhelmed by the sudden surge of power, causing them distress and even pain, so a strong relationship with their Trainer is needed for them to be able to endure the transformation without going on a rampage and get the most out of it.

Rules for Mega-Evolution

- Mega-Evolution requires the Pokémon to hold a Mega-Stone in their Item slot and the Trainer to wear a Key Stone.
- Only Pokémon at their Final Stage are capable of Mega-Evolving.
- Undergoing Mega-Evolution costs 1 Will Point.
- Mega-Evolution lasts for a whole scene or one battle.
- Mega-Evolved Pokémon may lose control at Storyteller's discretion.

There is a Mega-Stone for every Pokémon capable of Mega-Evolving. They are incredibly rare, not usually found in the wild. They are usually family heirlooms or guarded relics.

They are often called by the name of the Pokémon they Mega-Evolve, for example "*Venusaurite*", "*Charizardite*" "*Lucarionite*", etc.

Beware of evil doers who wish to harness their power and create chaos upon the world of Pokémon, for this power in the hands of bad people will bring a destruction like no other.

Some people report seeing Trainers with permanently Mega-Evolved Pokémon. Could the rumors be true?

The Ritual of the Hero

In the Alolan Region, children of a certain age go through a coming-of-age ritual where they embark on a journey to commune with their Pokémon and the land.
Each of the four Islands in Alola has a Legendary Pokémon who acts as a Guardian. Once in a while, they show themselves, urging one of the young to begin the four trials.
With the guidance of the Kahuna's, the child goes through these tests. Kahuna's know the secrets to harness the true power of a Human and Pokémon's bond through something called Z-Move if your get a hold of this power, you are on your way to become a true hero.

Z-Moves require the Pokémon to hold a Z-Crystal in their Item slot and the Trainer to wear a Z-Ring.

Z-Moves require a special ritual dance.

To obtain one you must have passed at least one of the four island's trials.

Rules for customizing and using Z-Moves can be found on P. 428



Storyteller Note

Z-Crystals and Mega-Stones may be obtained at your discretion.
They may be family heirlooms, gifts, prizes or a serendipitous encounter.

Myths and Legends from the Pokémon World

As you embark on your first journey, **Pokémon: The Role Playing Game** will deal with some ordinary affairs and people's everyday lives, their customs, their aspirations, the relevance of Pokémon and your own in this beautiful and innocent world.

It's a time to learn about teamwork, leadership, friendship, camaraderie and valor. A journey about pursuing your dreams, climbing to the top, and realizing that you are able to do anything you want if you persevere and work together.

There is, however, another side to this world. A realm of legends and gods. Beings who molded the landscapes and gave birth to humans and Pokémon. Creatures older than this world to which death means nothing. Pokémon who rule the vast ocean, the clear skies or the wide continents you inhabit.

Famous libraries and old tablets talk about creatures out of the ordinary, even by Pokémon standards. Most believe these are nothing but tales from another era, but maybe eventually you'll bear witness to something simply unexplainable. This is the first time you'll be facing Legendary Pokémon.

Myths

We know you want to use a couple of Legendaries to spice up your Chronicle, and that's completely fine. They can turn a simple story into a quest that will change the characters lives, forever.
A Myth is your **main tool** to **build up** the importance of a Legendary Pokémon, to reveal the first clue to a mysterious happening, or answer the many questions about this amazing technology.

People's eyes are veiled in a cloak of ignorance and comfort. Before revealing the truth behind a Myth, make sure to inspire an air of ancient eras, when gods walked the lands in times long forgotten.

Legendary Pokémon

Despite having a Pokédex entry, Legendary Pokémon should always be treated with great care. When building a story arc revolving around these creatures always take these tips into consideration:

Their presence actively modifies everything happening around them.

They cannot be caught or contained in most Pokéballs.

Most of them should be more intelligent and wiser than humans.

They know any number of Moves that may match their Types or not.

They may know Z-Moves, Max or G-Max Moves and even Mega-Evolve at will.

Some of them may be able to talk, either through telepathy or rough voices.

There is only one of each. Although some may have powers that allow them to copy themselves.

If you wish to take their myths further you may start applying what we call: "Legendary Ranks"

Legendary Pokémon are found in the Pokédex Chapter. Their entry shows most of them as Master Rank, which would be their base form. They can be tamed only by the strongest trainers, and they can't be weaker than shown on their entry.

Storyteller Note

Legendaries aren't regular Pokémon and they are not human.
They shouldn't think nor act as such. All of their actions are beyond good and evil. At most they may be caring or uncaring.



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Legendary Ranking (Optional)

Pokémon: The Roleplaying Game is mainly focused on low Adventure, it deals with the comings and goings of regular people's lives and their relationship with nature and Pokémon. However, there is a larger mythology in this world.

Here, we open up the door to the universe of High Adventure which extends further away into the primordial forces of creation. These powers manifest on the Pokémon World in a straight-forward fashion, but only the most worthy and brave have the fortitude to comprehend and face the events that will decide the future.

The Legendary Ranking is an addition to the Ranking System, in that sense, it is possible to be of Amateur Rank and also have a Hero Rank. In practice, most Heroes in the world are positioned among the Pros and Champions, but this does not prevent Heroes from being of any Rank.

It's important to note that it is NOT possible for a Trainer to raise or assign a Legendary Ranking to their Pokémon through Training Sessions. Only a Legendary Pokémon is able to do that, and will do it ONLY for outstanding and worthy Pokémon that go along their Philosophy, a Shaymin won't be turning a Muk into one of its heroes anytime soon.

Legendary Ranking is more than just a power scale, it's your hierarchy in the cosmic order.

In here we will comment on the most essential aspects regarding the Legendary Ranking, but its real scope will be found in the future supplement:

Spirit of Champions

Heroic Rite of the Power of One is simply a rite for communication with a Legendary Pokémon. The rite on itself doesn't have any real power to grant Legendary Rankings.

Storyteller Note

Pokéballs can catch a Pokémon with a Legendary Ranking, but Legendary Pokémon are capable of breaking the Pokéball at will. Only a Masterball could hold them.

Hero Rank

Heroes act as the labor force of Legendary Pokémon, usually they're extraordinary people with a strict code of conduct and an relentless higher purpose.
Most of them are oblivious to their position as a Hero and the identity of their benefactor. Knowingly or unknowingly, a Hero's got a job to do and they are expected to accomplish great deeds.

For that reason they have the following benefits:

Individual Value

A character with the Hero Rank has capabilities vastly superior to the other members of his species, even at their weakest state, you can tell they are prodigies.
They are beginning to realize that life and power are more than just a biological composition, there is a greater power sleeping inside each living being.

- **Attribute Minimums are increased by 1.**
- **Attribute Limits are Increased by 1.**

Move User

The character awakens to a completely new and strange power running inside them like a far away memory.
This power is a Move that they are capable of performing even if they arehuman.

- **Gain one Move. Usually a Support Move but it can be any Move at Storyteller's Discretion.**
- **The Hero gains a score in the Special Attribute identical to that of their main Pokémon on the battle field.**

Heroic Ability

The Hero develops a supernatural Ability that attaches to their body, it can be activated or deactivated at will.
At this point, the Hero is undeniably beyond ordinary.

- Gain one Ability related to the Legendary Pokémon providing its blessing. A Heroic Pokémon's native Ability and a Legendary Ability can be active at the same time. Heroic Trainers may use this Ability themselves.

How do I get this Rank?

The Hero and a Pokémon who wish to obtain the blessing enter communion with the greatest forces of destiny.
A Legendary Pokémon will determine If both are worthy in its eyes.

If the communion succeeds it may decide to grant the Legendary Rank of Hero to you, your Pokémon or both.

Guardian Rank

Certain Pokémon are part of folklore they use or used to be revered by humans as Guardians.
On few occasions these Guardians create or rise creatures that can't be rivaled by mortal beings.

They serve on highly specific stationary positions.
Contrary to Heroes, Guardians can be recognized on sight as beings beyond natural, therefore, they commonly take part on legends from tribes and cultures all around the Pokémon World.

Hidden Value

Guardians have a vitality completely out of norm, they are virtually immune to attacks from ordinary creatures. On occasions this vitality manifests itself on bodies of prodigious size, but this characteristic is not always the case. Their destructive power is enough to fend off invaders or take control of deadly situations that would be too easy to bother a God.

- **HP Is increased by 20.**
- **Max Out all Attributes.**

All Z-Moves

Moves from Guardians are usually an extension of their assigned duty and they can perform those attacks freely without need for rest or effort, turning even the most basic Move into a power capable of wiping out all non-Heroic foes in a blink.

- **Guardians may choose to use the Z-Move version of their Moves, without any restriction except they can't use the same Z-Move twice during the same Round.**

Legendary Ability

The nature of a Guardian is augmented to such a level that they are working out of divine energy and not so much because of a physical body. All of their innate capabilities burn intensely, revealing their hierarchy on the mortal world.

- **Double the effects of one Ability.**
- **Guardians may have three Abilities at the same time.**

How do I get this Rank?

When a Hero has continuosly proven their worth and caliber, it may be summoned by a higher being.
On this very moment their destiny is revealed, the line which divides the myth from reality will be erased, and just like that a new Guardian is led into the real battle where the future of the world will be forged.

This is just the first few steps you'll take when entering the legend.
For Pokémon of great power over the forces of nature, life and death and even from cosmic proportions exists, and shall you ever encounter them be prepared to deal with Heros, Guardians and:

Demi-God Rank

Demi Gods make this World move. Rulers but not creators of powers that surpass anything seen on the world, theirs is a kingdom of terrible fantasy.

God Rank

A God cannot be understood through the natural laws of the world. They crafted the world, built the continents, and rule over life and death.

Firstborn Rank

The few true children of the Original One, born from eggs hatched in the void before Creation.
They built the laws of physics, the abstractions of the mind and the commandments of the divine according to the Original One's will.

Original One Rank

In accordance to its concept, it has no limits of any kind but the imagination.

Be ready for an exponential burst of power for each one of the Legendary Ranks. New Atributtes, New Abilities, New Powers for Pokémon and Trainers.

High adventure where you'll face the most unsurmountable odds, this is more than a challenge for you and your Pokémon companions to surpass, this is Destiny.

Storyteller Note

Legendary Pokémon and Legendary Ranking will turn the game into a deadly journey. High Damage, High Risk, and Global Damnation. Time to take away your training wheels.

The BIG Leagues

Galarian region is home to a strange phenomenon not seen anywhere else in the world.

In their wild areas is not that rare to find giant Pokémon on a rampage. It seems there are certain underground deposits of energy called "*Power Spots*" will make a Pokémon grow to an enormous size, you'll recognize them as tall pillars of red light coming out of the ground.

This is known as the **Dynamax phenomenon**, and it doesn't stop there, some Pokémon are so sensitive to this strange energy that upon harnessing it they won't only increase their size but also modify their appearance and use even more powerful moves, this is called **Gigantamax Form**.

When Pokémon are under any of these transformations they'll only be able to use what is know as **Max Moves** and **G-Max Moves** which are an improved version of any Move they already know.

Scientists of Galar have long studied the Dynamax phenomenon and due to popular demand, have created a Pokéball that can replicate the effects of said phenomenon as a simulation to enternain spectators and fans of Galarian Pokémon matches!

When we said Galar is the Big Leagues, we mean it in a complete literal way!

There is a catch though, while in the wild this phemonenon can be long lasting, when reproduced artificially with a Dynamaxball the duration of this powerful forms will be of less than a minute, so make use of all your strength while it lasts to attain your greatest victory yet!

Prepare to see your Pokémon grow in every way, because once you go G-Max you'll never go back!

While most Pokémon can Dynamax, with their bodies increazing their size (around *15'00"/5 m to 32'00"/10m*) only a few that have been reported to have Gigantamax form; and even then it may vary between members of the same species.

> From two Pokémon of the same species, one can have a Gigantamax form and the other not.
>
> That's because some Pokémon are born with the **Gigantamax factor** and others are not.

Gigantamax forms are truly titanic (*45'00"/ 14m* to an incredible *328'00"/100m*) it all depends on the species.

The increase of Base HP and Attributes will vary from Dynamax to Gigantamax, the latter being much more powerful.

Neither form can be sustained for very long, and Gigantamax transformations may leave sequels on the Pokémon's demeanor.





Rules for Dynamax

• For a Pokémon to Dynamax requires the Trainer to wear a Dynamax Band and to be inside the facilities of a Pokémon Stadium.

• Power Spots exist in the wild and can make a Pokémon Dynamax without the need of the Dynamax band.

• All Pokémon except certain Legendaries can Dynamax.

While a Pokémon is in Dynamax form it will obtain the next benefits:

- Base HP + 6

- Use Max Moves (p.425)

• Dynamax has a duration of 3 Rounds when it is triggered by a Dynamax band, switching out removes the effects.

• Dynamax has an indefinite duration when it is triggered by a Power Spot.

• Dynamax Pokémon are immune to:
Flinch, Moves based on weight, OHKO Moves, Destiny Bond, Being removed from combat and having ther Ability Changed or Removed.
Other Pokémon cannot transform into them either.

• Max and G-Max Moves cannot be copied.

Rules for Gigantamax

• For a Pokémon to Gigantamax requires it to have Gigantamax Factor and the Trainer to wear a Dynamax Band and to be inside the facilities of a Pokémon Stadium.

• Power Spots exist in the wild and can make a Pokémon Gigantamax without the need of the Dynamax band.

• Only certain Pokémon at Storyteller's Discretion can Gigantamax.

While a Pokémon is in Gigantamax form it will obtain the next benefits:

- Base HP + 12

- Use G-Max Moves (p.425)

• All other rules for Dynamax apply for Gigantamax as well.

You are all set now!

Time for you to start your own big adventure with your Pokémon companions!





Final Words
We have struggled to bring you the best game we could create. Between contained emotions, inspiring words, silent prayers, loss, friends, and a community hoping to walk through the paths of their childhood memories. We wish you enjoy this game as much as we enjoyed creating it.

We began working on 2.0 in 2018 when we got together to plan a new adventure, as usual, we were discussing how we would create our Characters and from that gathering, we began working on what would become this Pokérole edition.
Since then, a lot has happened, some of us moved to another city, some of us had to pause for personal reasons, even so, we slowly and steadily kept working towards this goal.

We got here by adhering to one simple rule: your memories are not something to play with, if you saw something you liked on the games or the anime, we want you to be able to do it in the game. **That's a promise, we will make it work**, even if we miss the shot a few times.

Thank you for your patience and your continuos support.

Pokérole Team wants to give you everything you need to run your games and play the Character You Want, even from the beginning. Trainers may grow even without having to raise their power. Never forget that. Try new Pokémon, Test your creativity, Challenge what you know about your Pokémon, and never be disheartened for losing.

All the best
Pokerole Project Team

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